

ISSUE NO.
211
SEPTEMBER



GAME TRADE MAGAZINE

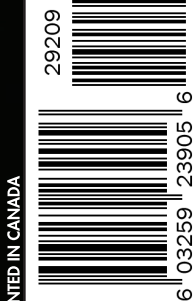
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Legend of the
Five Rings
THE CARD GAME

IN THIS ISSUE:

- SO LONG, SUCKERS! THERE'S NO FRIEND LIKE A FRENEMY IN TWILIGHT CREATIONS' *THE ISLAND OF MISFIT FRIENDS*!
- WIZKIDS AND THE GOD OF THUNDER ROCK THE TABLETOP WITH *THE MIGHTY THOR MARVEL DICE MASTERS & MARVEL HEROCLIX*!



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COMING NOVEMBER 2017



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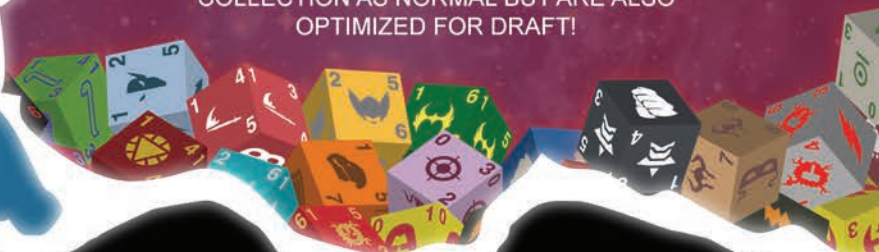
Marvel Dice Masters:
The Mighty Thor Countertop Display
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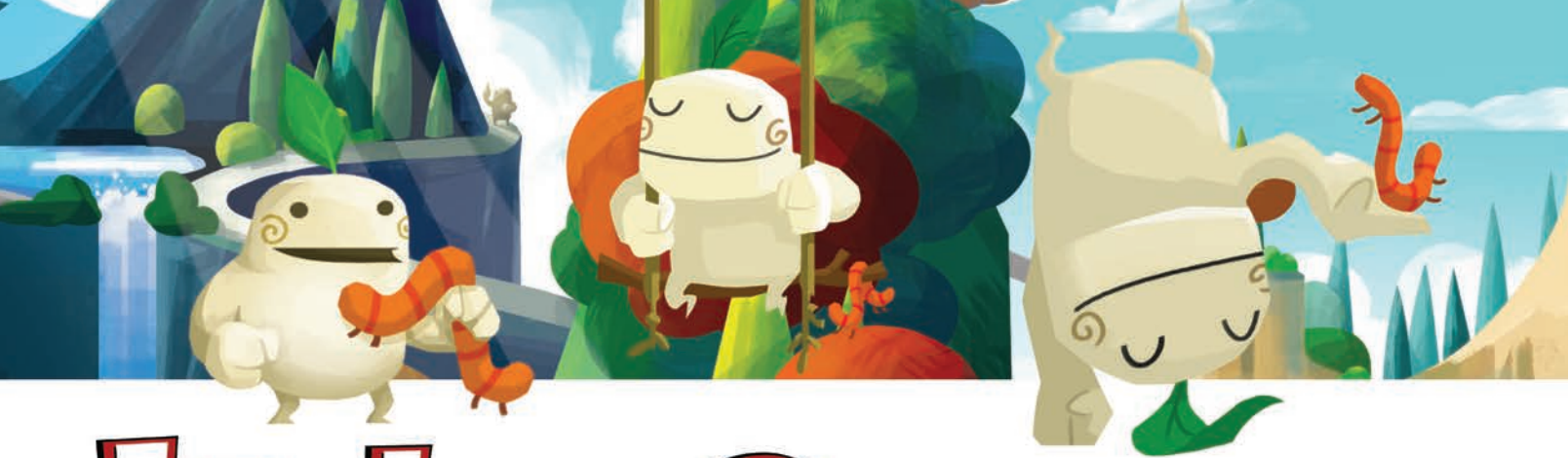
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Kokoro

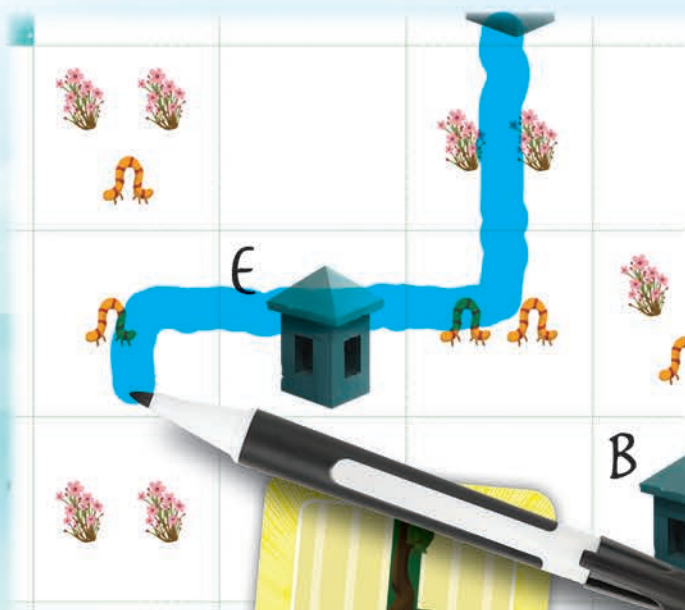
AVENUE OF THE KODAMA

The enchanted forest of the kodama is flourishing. But with so much growth, the ancient paths to the sanctuaries within have become overgrown and lost. Now the forest guardians call upon you, their loyal kodama, to restore these paths. Help your kodama build these paths, gather offerings for the guardians, and win their favor.

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"#1 GATEWAY GAME" - RAHDO
 "REALLY IMPRESSED... REALLY GOOD" - DICE TOWER

- Gateway game
- Route/Network Building
- Easy to teach
- Reimplements *Avenue*

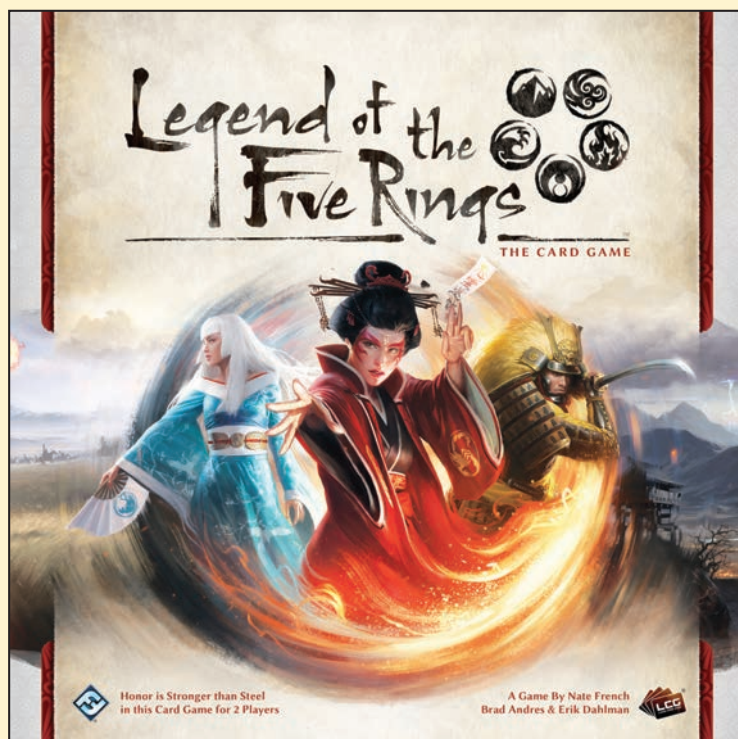


Indie
Boards
& Cards



COMING IN NOVEMBER

COVER STORY



Legend of the Five Rings: The Card Game

Honor & Glory! Raise your sword, rally your clan, and prepare for battle in *Legend of the Five Rings: The Card Game*, Fantasy Flight's Living Card Game of honor and conflict!
by Fantasy Flight Games

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So Long, Suckers! There's no friend like a frenemy in Twilight Creations' *The Island of Misfit Friends*.
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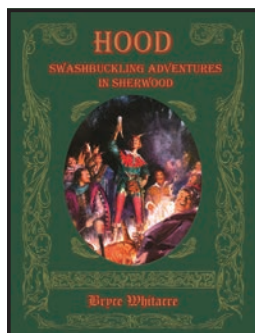
The Mighty Thor Thunders onto the Tabletop in 2017!

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by Bryce Whitacre

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SEE PAGE 89 FOR AN EXCLUSIVE HOOD ADVENTURE: THE WEDDING OF ALLAN-A-DALE



COMIC STRIP



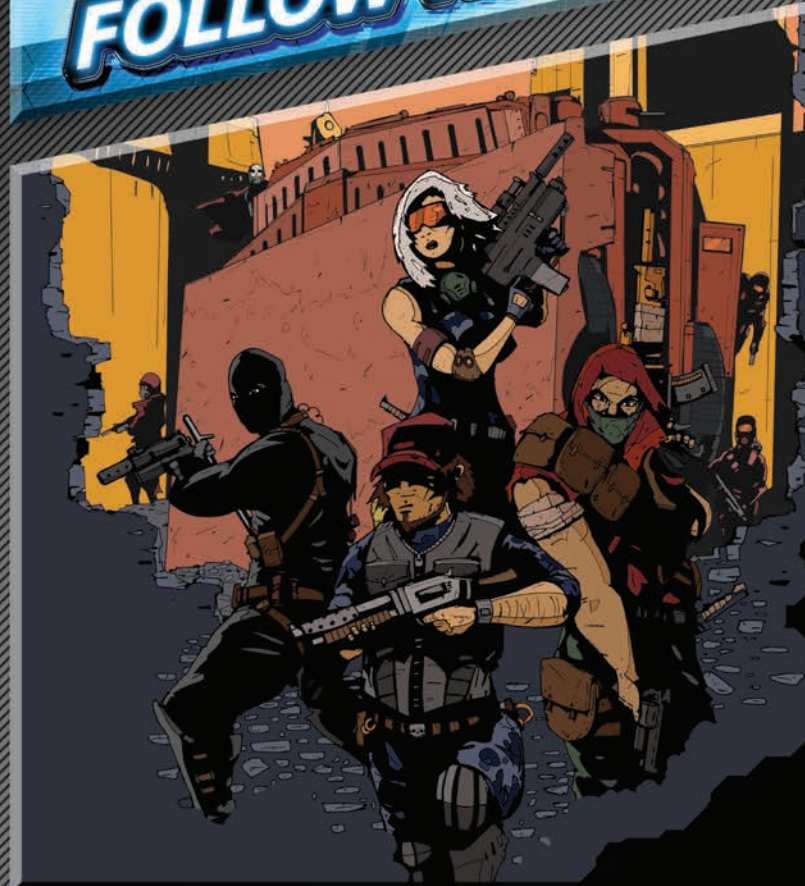
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WAY OF THE FIGHTER



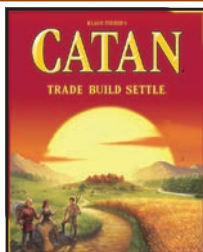
FOLLOW THE PATH OF THE FIGHTER!



A beautifully illustrated, expandable, tactical card game requiring thoughtful tactics and shifty strategy. 2-5 Players, 85 Illustrated Cards for Agents and Missions.



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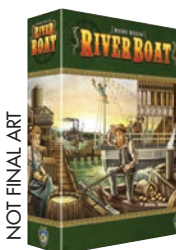
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HOTSHOTS™

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Greetings Dear Readers!

Believe it or not, September is typically a pretty big deal in the magazine industry; it signifies the ending of summer, and evokes a sense of new beginnings as temperatures cool heralding the onset of autumn, and kids of all ages commence yet another school year.

Traditionally, we in the magazine biz like to use our September issue to "take stock" not only on how we're doing content- and ad-wise, but also how the industry as a whole is performing.

Let me tell you – if *Game Trade Magazine* is any indication, it's been a pretty darn good year. Not only is content up overall (this September issue is our *third* this year at 104 pages!) but we've also increased the number of contributors to the magazine because, well, frankly, there are a **LOT** of cool games out there and we're determined to be your best, monthly source for news from your game industry favorites.

Speaking of, we had so much incredible content when we assembled our layout that we almost didn't know what to do with it all! You may notice that we have no game reviews or *Tricks of the Game Trade* in this month's issue but never fear – they will return in our October issue!

In the meantime, please enjoy an exclusive look at Fantasy Flight's *Legend of the Five Rings*, the upcoming *Mighty Thor HeroClix* and *Dice Masters* releases from WizKids, and so much more in this issue!



In parting, I would just like to say that as I write these words on Gary Gygax's birthday, I would like to thank another important gaming role model in my life as we approach *his* birthday upon the release of this issue. My Dad started me on board games, comic books and strategy games at a young age and I've never looked back. He is, without a doubt, the reason I am in this industry today.

So, if you all will indulge me a bit: thanks Dad, much love, and a very happy (early) birthday to you!

Game on everyone,

-JG

PUBLISHER Alliance Game Distributors

EDITOR/ADVERTISING MANAGER Jerome Gonyeau

ART DIRECTOR Matt Barham

COPYWRITER Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM

10150 York Road, Suite 300 • Hunt Valley, MD 21030
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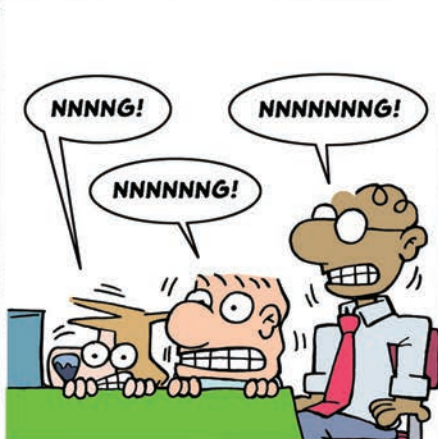
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Five Seals of Magic

\$40

Welcome to the magical trial in the dungeons of the Arcana Tower! Here, in the hallways and dead ends of the labyrinth, hidden by dust and magic, protected by darkness and sealed away, lie scrolls containing the spells of the ancient enchanters. To overcome the trial and defeat your opponents, you will have to collect the most valuable scrolls, for only these powerful spells can turn you into the true Master of Magic!



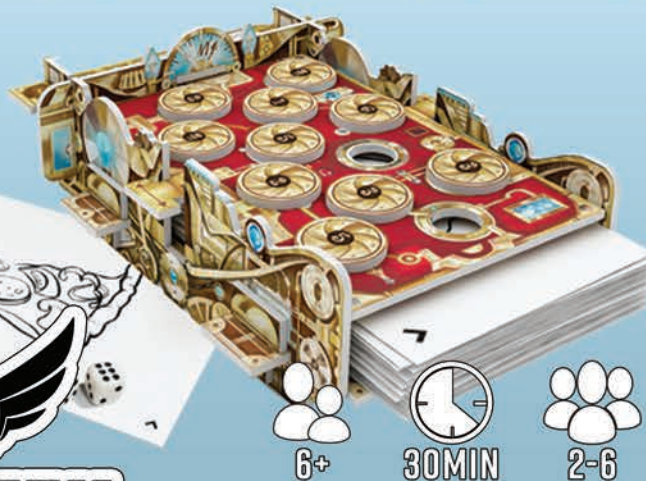
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UPC: 080162887565
Made in China.

MACROSCOPE

Game by MARTIN NEDERGAARD ANDERSON

Be the first to discover what's under the Macroscope!

Roll the dice to find out which windows of the Macroscope you can open to peek at the picture inside. The fewer windows you open before guessing the picture on the card, the more points you win (if your guess is correct) or lose (if your guess is wrong).



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Made in China.



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.



Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!



Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

FEATURED PRODUCTS

GAMES NOV 2010

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #203
GTM contains articles on gameplay previews and reviews, game related fiction, and art combined games and game models, along with solicitation information on upcoming game releases. GTM #203 \$3.99

ALC STUDIO

FIRESTORM ZERO: EUROPE CYCLE EXPANSION
From the bloodlines in the Cold Country! This first expansion to Firestorm Zero introduces the Bloodlines, another entirely new monster family! First, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Lost Children", "Lightning Hurt", and "The Last Boat"). Scheduled to ship in November 2016. ALC #T202 \$1.99

KEY
There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)
These items have been listed before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

P1
Your store will list the price for all items labeled "P1." Check with your retailer.

GAMES

INFLATABLE WW2
Scheduled to ship in November 2016.

17PDR SHELL
(USED BY THE SHERMAN/FIREFLY)
AIC #RSH01003 \$15.00

75MM AP SHELL
(USED BY THE M4 SHERMAN)
AIC #RSH01001 \$10.00

88MM SHELL (USED BY THE TIGER 1)
AIC #RSH01002 \$15.00

SPOTLIGHT ON

JIM HENSON'S LABYRINTH: THE BOARD GAME
Will Sarah manage to defeat Jareth and his labyrinthine, or will the Goblin King turn little baby into a golden ball? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, *Labyrinth*. Scheduled to ship in November 2016. AIC #LHAB001 \$50.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

MYSTIC VALE: VALE OF MAGIC EXPANSION
The forces of nature and God's blessings are not enough to stop the forces from spreading throughout the valley of Vale. The divide clans are now harnessing the power of arcane magic to repel the light and hold the land. While arcane magic offers immense destruction, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new enhancement and role cards to the base Mystic Vale game, giving players more card-crafting options and exciting new possibilities! powerful combat. ALC #584 \$29.99

SIEGE
Brains & Brawn! As a would be King, you control a cadre of brave warriors and truly mighty. To win you must move your pieces, strategically defeat your opponent's plans, and strike when the opportunity presents. Lose your King and your opportunity to rule dissolves. Defeat your base and your place in history will be remembered forever! Siege is an elegant game of deception, intrigue and deduction. Scheduled to ship in December 2016. AEG #584 \$24.99

ASMODEE EDITIONS

AYE DARK OVERLORD! (THE RED BOX)
In the land of evil, one battle, and the fantasy storytelling game is back for round two! *Aye Dark Overlord!* The Green Box, whatever an Emperor fails to quell a rebellion on an Evil Duke kidnaps the wrong lady, someone has to take the blame. In *Aye Dark Overlord!*, players tell their best stories to an unending master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. *Aye Dark Overlord!* The Green Box is a new version of the game that's complete games on its own, but can also be played with the Red Box or the original Fantasy Flight Games version of the game for even more variety! Scheduled to ship in December 2016. ASH #111 \$24.95

AYE DARK OVERLORD! (THE RED BOX)
Aye Dark Overlord! The Red Box is the classic version of the storytelling game where servants give their best excuses to appease their evil master. Let them suffer the wrath of their Dark Overlord! *Aye Dark Overlord!* is a new framework for their story, but it's up to their wits to avoid the Withering Lords of the Dark Overlord and live to serve another day. Scheduled to ship in December 2016. ASH #110 \$24.95

DEUS: EGYPT EXPANSION
Take control of the legendary civilization of Egypt in *Deus Egypt*, the first expansion to *Deus*. Inspired by the challenges and adventures of ancient Egypt, *Deus Egypt* adds a whole new realm of choices to your base game with 76 new building cards. Fully compatible in any combination with your current *Deus* building cards, you can choose to reap vast nation gains, or use the entire new deck on its own. Scheduled to ship in December 2016. ASH #E0502 \$29.99

ATLAS GAMES

OFFERED AGAIN

O/A LOSS IN RHYTHM CARD GAME (CALL OF TITHY)

Call of Tithy is a turn-based and ancient city, rises from the depths of the Pacific, by a great cause. There, Calibru has both dead and drowning, willing to consume any who venture near. Lost in Rhythm, a card game of escaping dark rituals and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landfall in a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in Rhythm! AEG #170 \$14.95

AVALANCHE PRESS

KOREAN WARRIOR: COUNTER ATTACK

PANZER GRADIENT: KOREAN WAR - COUNTER ATTACK
Driven back into the Pusan Peninsula, Americans and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - hold the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, well-balanced, and exciting new units, along with leading by use of tactics, the United Nations quickly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, *Counter Attack* is a complete board game in the *Panzer Grenadier* series based on these Korean battles. Scheduled to ship in January 2017. AP #0329 \$89.99

BATTLEFIELD PRESS

D6 EDITION: NINJA HIGH SCHOOL: THE ANIME AND MANGA RPG

Celebrating 20 Years of *NHS* Japan's Ozonuma Junji's *Fang's* past your average high school kid living in a dangerous, non-over-the-top town. Then, two lovely young ladies enter his life: the kishin *Saki*! *Saki*! has to be a ninja clan, and Princess Araya of Salsan. Both are vying for attention from their own friends. Can Jeremy survive their affections and weaponry long enough to take their Steamship, across on Friday! Based on the fan-favorite comic book series created, written, and illustrated by Ben Davis and powered by the D6 System, *Ninja High School: The Anime and Manga Role Playing Game* puts you in the driver's seat of the high-lying arts of *NHS*, complete with rules on how to build a character, along with six different customizable archetypes for quick play, such as Student, Teacher, Genie, Cool Beauty, Ninja, and Mage. Scheduled to ship in December 2016. BTP #BPS011 \$29.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

FIRE GIANTS
GFF #71053 \$40.00

FROST GIANT
GFF #71054 \$40.00

STORM KING ROYAL GUARD
GFF #71052 \$50.00

BELLWETHER GAMES

DROP SITE
Recipient of the Premio Archimede 2010 Game Award Special Prize for Best Card

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all “Please Inquire” products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer’s/Suggested Retail Price (MSRP/SRP) for the product.

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Legend of the Five Rings



THE CARD GAME

Enter the vibrant world of Rokugan with *Legend of the Five Rings: The Card Game*, a Living Card Game® of honor and conflict for two players! Drawing on the legacy of AEG's original *Legend of the Five Rings* collectible card game, and now reimagined with new mechanics, story, and the Living Card Game distribution model, you are invited to join the Great Clans, uphold the tenets of Bushidō, and fulfill your duty to your daimyō and the Emperor in a world shaped and changed by a dynamic, player-influenced story.

During the game, players take on the leadership of one of the Great Clans which define Rokugani society, and are cast into conflict against another clan. These conflicts will decide the future of Rokugan, whether you're battling with a katana or with cutting words, but the samurai of your clan cannot remain by your side indefinitely—once their destinies are fulfilled, you must find new allies to continue your conflicts. Ultimately, it's your choice whether you will fight with

honor or use unsavory means, but in every game, it is your role to lead your clan to victory.

The *Legend of the Five Rings: The Card Game Core Set* comes with everything a player needs to explore the seven great clans of Rokugan, the Crab Clan, Crane Clan, Dragon Clan, Lion Clan, Phoenix Clan, Scorpion Clan, and Unicorn Clan. It also includes a variety of tokens, cards, and rule sheets that make the *Core Set* the definitive starting point for the *Legend of the Five Rings: The Card Game*.

Prepare for Battle

Each player commands their forces with two separate decks: a dynasty deck fills their provinces with characters and holdings and a conflict deck consisting of tactics, maneuvers, followers, and attachments that can be used to turn the tide in a struggle for supremacy. During a game, players will engage in conflicts, both political and military, with the goal of breaking their opponent's stronghold and winning the game. But the rules of society are absolute, and even in the fire of battle and heat of Rokugan's courts, clans must remember the tenets of Bushidō, lest they lose everything in their single-minded pursuit of glory.

A game of *Legend of the Five Rings: The Card Game* begins with players laying out five province cards and populating four of them with cards from your dynasty deck, while the fifth holds your clan's stronghold.

Players then take turns sending clan members to their home area to participate in conflicts by paying for them with fate tokens.

Fate is not just the currency used to recruit characters to your battlefield, but also determines how long your characters will remain in your service. In Rokugani culture, there is a concept known as *mono no aware* which translates loosely to "the pathos of all things." It is an understanding that nothing lasts forever, that there is an impermanence to everything in life. All things must pass, and just as the great warriors



of Rokugan will fall in glorious combat or ascend into legend, new allies will come to take their place.

When you pay for a character, you may place any additional amount of fate on it from your supply. At the end of a game round, characters with no fate on them are discarded. Then, you remove one fate from every character on the battlefield. Every turn then sees your warriors' time running out—as the number of remaining conflicts both on the battlefield and in the courts begins to diminish, will they have enough time to achieve victory for their clan?

A Contest of Honor

After playing cards from their dynasty decks, players begin the draw phase, drawing cards from their conflict deck to supplement their tricks and battlefield maneuvers. The number of cards they draw is not static, and depends entirely upon how much of their precious honor they might bid. Players will use a unique honor dial to specify how many cards they want to draw (between one and five) from the conflict deck during the draw phase in secret.

Players then reveal their dials to each other, with the player who bid more honor paying the difference to their opponent before both players draw an amount of cards equal to their honor bid. For example, John, playing the Dragon Clan, decides to bid five honor during the draw phase and Jenny, a Crab Clan player, decides to bid one. John would pay four honor to Jenny before he draws five conflict cards and Jenny draws one. Drawing five cards every turn will see your clan's honor quickly disintegrate, but compromises must be made to ensure you have enough tricks to get the edge over your opponent—finding this balance will be key to victory.

The Fires of War

Once both clans are properly prepared, the conflict phase begins, during which each player takes turns attacking

their opponent's provinces through military and political means. Players alternate declaring these conflicts on one another to both break a province and claim one of the five elemental rings of Rokugan, which allows the attacking clan to perform a powerful effect should they win that conflict.

For example, the Air Ring effect allows you to take an honor from your opponent or two from the bank, while the Void Ring effect allows you to remove a fate counter from a character, pushing the ticking clock of their destiny. Players will send their strongest warriors and politicians to the battlefield, and then take turns revealing their surprises from their hand of conflict cards, whether it's a powerful magical spell or last-second reinforcements.

After the conflicts have ended, Clan provinces are filled with new warriors and holdings from the dynasty deck, and characters are removed or lose a fate. Rings that were not contested have a fate placed on them, with the next player to declare a conflict of that type gaining all accrued fate on that ring. Players are now ready to play another round!

Legend of the Five Rings: The Card Game offers three paths to victory. First, you may break your opponent's stronghold. If you successfully attack and break three of your opponent's provinces via any combination of military or political conflicts, you are then allowed to attack your opponent's stronghold directly. If that becomes broken, you win the game!

Alternatively, if you ever accrue twenty-five honor, you have proven yourself the more honorable clan in conflict and immediately win the game. Conversely, if you ever lose all your honor, your clan has abandoned the tenets of Bushidō and you immediately lose the game.

Choose your clan

Raise your sword, rally your clan, and prepare for battle in the *Legend of the Five Rings: The Card Game* with a pre-release at Gen Con and a wide release in the fourth quarter of 2017!

...



Legend of the Five Rings: The Card Game

L5C01 | \$39.95 | Available 4th Quarter 2017

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CATAN®

for TWO!

When you have an itch to play *Catan*®, and do not have opponents, it can be frustrating. It can be even more so if you only have one opponent—so close! But, if you have an opponent, a copy of base *Catan*, a few coins, and the guidelines below, you can get *Catan* to the table in no time!

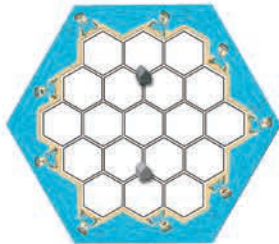
To get started:

- Place 20 trade tokens next to the board. You can use *Catan* chits from *Seafarers* and other *Catan* products.



Otherwise use coins. Take five trade tokens.

- Place to the side the two sets of game pieces **not** chosen by you or your opponent. They will serve as game components for two imaginary neutral players.
- For each neutral player, place one settlement (without a road) on one of the intersections of the game board marked in the following illustration.
- Then place your two starting settlements with roads according to the normal variable set-up rules.



Unless stated otherwise the normal rules for *Catan* apply.

Rolling for Production

On your turn, roll the dice for normal resource production. Based upon the result of that dice roll, you and your opponent each produce resources or resolve a “7” result.

Then roll the dice a second time. If the result is the same as the first result, reroll. Continue rerolling until the result is not the same as the first result. Then, based upon this last result, you and your opponent each produce resources or resolve a “7” result.

Important: The two results must be different.

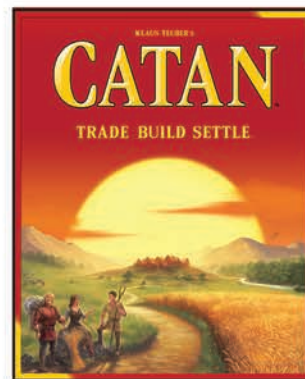
Building for the Neutral Player

When you build a road, you must also build (for free) a road for either of the neutral players. When you build a settlement, you must also build (for free) a settlement for either of the two neutral players. If there is no legal settlement location for the neutral players, you must build a road instead. Nothing special happens when you build a city or buy a development card. The neutral players do not receive resources. A neutral player can obtain the “Longest Road.”

Using Trade Tokens to Take Actions

On your turn, you may take one of these actions and pay the indicated cost:

- Forced Trade:** Draw two random cards from your opponent’s hand then give your opponent two cards of your choice from your own hand. If either player only has one card, you may only exchange one card. If either has no cards, you may not take this action.



- Move the Robber:** You may move the robber to the desert hex.

If your victory point total is less than or equal to your opponent’s total, you must pay one trade token to take an action. Otherwise, an action costs you two trade tokens. Return spent trade tokens to the supply.

Replenishing Trade Tokens

You start with five trade tokens and can get more during set up and play:

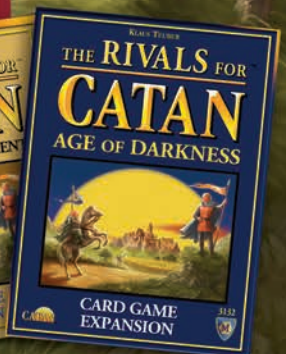
- When you build a settlement adjacent to the desert hex, take two trade tokens.
- When you build a settlement on the coast, take one trade token.
- When you build a settlement adjacent to both the desert and the coast, take three trade tokens.
- Once during your turn, you may discard one of your face-up knight cards and take two trade tokens in exchange. If you have Largest Army when you do this:
 - Set it aside if you only have two knights after discarding one.
 - Set it aside if you have the same number of knights as your opponent.
 - Your opponent takes Largest Army with 3+ knights and more than you.

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THE APPROACHING DAWN: WITCHING HOUR

APPROACHING DAWN: THE WITCHING HOUR

WZK 72932 \$59.99 | Available August 2017!

One of your fellow Witches has dabbled in Black Magic, unleashing an onslaught of Demons, and now the entire Coven must survive until dawn in *Approaching Dawn: The Witching Hour* by WizKids/NECA.

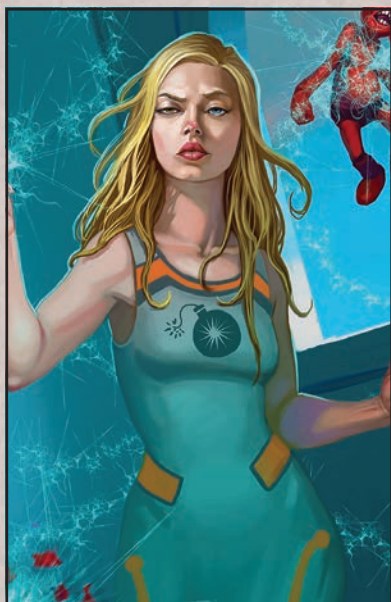
"Overall it was a grueling battle, and while worn, all five Witches huddled together in the center of their now slimed and gross home. 'Okay, so I should probably let you all know,' Jemma smirked sheepishly, 'I might have kind of strayed a bit from Gaia this last year and fed from the sun a bit too much.' In unison, the other Witches shouted, 'Ya think!'"

Approaching Dawn: The Witching Hour by WizKids/NECA is a co-operative game for 3-6 players that tells the story of a Coven of Witches trying to survive a year of constant Demon attacks. One (or more) of the Witches used Black Magic, causing their personal demons to physically manifest each night at midnight and attack the Coven. Now, the entire Coven must survive until dawn; if even one Witch succumbs to the assault, the Coven is lost.

Each player has a unique deck of spell cards, individual abilities, and a secret. The secrets must be resolved by end of game to prevent further harm to the Coven and can chaotically impact play as players make choices that progress their secrets instead of helping their allies. During each round of the game (called an 'Hour'), players also secretly choose whether to use White or Black Magic. White Magic heals the casting Witch and can only be used to help others. Black Magic can only be used for themselves and hurts the ally to their left by giving them Corruption.

Each Hour starts with players evolving their decks by choosing to take Corruption to acquire new spell cards. These cards are placed on top of a player's deck to be used that Hour. Demons then manifest in front of individual Witches based on how much corruption they have previously received.

Simultaneous play follows as Witches draw cards to prepare for battle. Individually, with limited communication, players must decide if each card in hand will be used for White or Black Magic, and then concurrently reveal their hands. After revealing, Corruption is dealt and players heal based



on the Black/White Magic showing. Black Magic also has a unique mechanic where it not only gives Corruption to the left-hand ally, it also opens their Sigils. Sigils are like doorways; the more that are open, the more likely a powerful Demon will manifest. Thus, players not only determine the pain they inflict, but also the exposure to risk.

In turn order, players now battle, using their Black Magic to bind or banish their demons and their White Magic to help others. During battle, players may also destroy their weak starter cards to fuel the most powerful spells in the game,



making these cards a precious resource while evolving their decks. Any remaining, unbound Demons then deal damage. Finally, players check to see if they can progress their secrets, and by doing so enable new spells to be available for acquisition in the next round.

Much of the game is played simultaneously, which minimizes alpha gaming and increases game speed. However, once cards are revealed, players can talk openly, granting a wicked twist in that there are both independent and group decisions each round. Because of this dual dynamic, *Approaching Dawn: The Witching Hour* offers players who don't typically like co-op games an opportunity for individual goals, play, and hurting their allies... a lot. So, it's a co-op game with a "take that" element.

The base game comes with five distinct scenes, each with a different story, playtime, difficulty, and feel. Each scene can be played independently or in an order that parallels a year in the lives of the Witches. To enhance the immersive experience, disbursed throughout the rulebook is a short story about a previous Coven's downfall, along with the backgrounds and descriptions of each included playable character. In later scenes, players can rescue this "Lost Coven," granting themselves extra abilities and building onto the ever-connected story.

Provided in *Approaching Dawn: The Witching Hour* is a quick set-up guide, reference cards, and an extra training scene, making entry into the game easier. Reminder tokens are used throughout play, allowing players to focus on the moment and not have to remember future effects. Difficulty adjustments can be easily integrated to customize the game for player preferences.

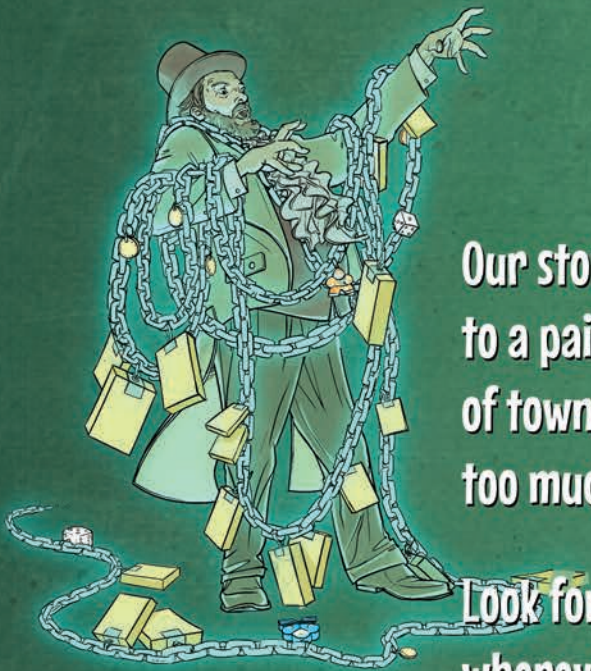
Story, repeatable play, and unique mechanics aren't the only exciting things found in the box. Hundreds of pieces of beautiful art, humorous demon quotes, and wooden or heavy cardstock components take the experience to the next level.

So, everyone should gather their friends for the fight of their lives, in a game where everything they do to help themselves harms their allies, while complete selflessness will cause the Coven to fail. Be ready for exciting game play, tough decisions, and ever-growing tension! Pick up *Approaching Dawn: The Witching Hour* at a FLGS this autumn.

...

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THE ISLAND OF MISFIT FRIENDS



THE ISLAND OF MISFIT FRIENDS

TLC 3920..... \$34.99 | Available September 2017!

The warmth of the sun on my face. The crystal-clear blue ocean. Dolphins jumping out of the water seemingly dancing with glee. Seagulls barking in the wind at nothing at all. Crabs scurrying across the sand. The most beautiful sunrise on one side of the island with a breathtaking sunset on the other. It's paradise! I don't know where in the world that's better than this. My friends are all on this island, whom I see every day. The king, ooh, the king - he's cooler than cool. I'm so lucky,' Runny muses dreamily.

"Come, Runny. You have to see what we found in the mountain. You won't believe it. It's to die for," exclaims Dumpy.

Days later, everything on the island has changed. The sugar buzz is palpable. The desire is written on everyone's face. Suddenly, my friends don't want to hang out. They're guarding their stash with intense paranoia, afraid that someone will take their sweet desires. I'm worried someone will kill me over bonbons of all things.

"Ooooh, chocolate," mumbles Cuddles.

"Don't come near me you good for nothing... friend," says Whoopsy.

"I just want to hang out. Perhaps we can go for a swim in the ocean," I plead.

"You just want my chocolate. Get away from me," proclaims Whoopsy as he steps away slowly.

It's not the same. I can't sit out at the beach and watch the waves without a fist fight breaking out. It's not quiet. It's not friendly. I want off. I want off this island right now! I know the guy who makes the cloth, as well as the rope, wood, and tools. I can make my own boat and get off this forsaken island. Let me go talk to them and see what they want.

It seems all the makers desire candy. They want *specific* ones, though. Now, I must manipulate the island for the desired candies to ultimately obtain the goods. But, I'm not the only one. My so-called 'friends' can, too! Their paranoia is driving them to want to leave the island. I must get off this island before the King realizes what's going on. He'll be angry...really, really angry! Who knows what he'll do?

Twilight Creations' *The Island of Misfit Friends* forces you to find the candies that will bribe the island workers to give you the stuff you need to build a boat. But, the King is furious and being unreasonable! He's destroying parts of the island so you can't find the candy. Not to mention your 'frenemies' are trying to stop you from leaving the island before they do. They want off, too, and they know if one leaves the island, the King will figure it out and that's it! You're stuck here, forever!

Game play includes a unique mechanic that determines when a player takes their turn and how many actions they're able to perform. On a player's turn, they may move one of their pawns or manipulate



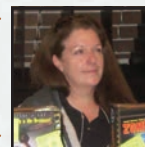
the mountain to find three candies in a row, at which time they may take one of those candies that their pawn currently sits on. They also must make it down the mountain and find out what each of the goods makers require to obtain a specific item. Once they obtain the candies needed, they discard the treats and reveal the item, taking them one step closer to building their boat and getting off the island. Each player also has Event cards that will assist in their endeavor and, more importantly, slow their rivals down. Once they have all four goods, they're able to build their boat and successfully leave the island! Yippee! So long, suckers!

The Island of Misfit Friends contains: six plastic "Friend" Figures, 60 cardboard candy tokens, 18 player movement cards, 32 goal cards, 50 event cards, one game board, and one six-sided die. It's appropriate for ages 8 and up and play time runs approximately 30-60 minutes.

While this is not a "typical" Twilight Creations game on the outside, it definitely is on the inside. There's plenty of opportunities to backstab and test the boundaries of your friendship in order to win. But, it's all just fun and games (right?!).

...

Kerry Breitenstein is the force behind Twilight Creations. She finds herself staring at the screen wondering where all these Twilight Creations games came from and feeling more and more like a zombie every day. Having been a part of Twilight Creations for over 15 years and an avid gamer for many years hence, she truly finds her home in the gaming industry. Kerry has designed over 40 games and expansions including *Zombies!!!*, *The Haunting House*, *When Darkness Comes...*, *Zombie Survival*, *Zombietown*, and the upcoming *The Island of Misfit Friends*.



EVEN AMONG MISFITS

YOU ARE A MISFIT!!!



WHERE THE STRUGGLE IS REAL BUT THE FRIENDS ARE NOT

ISLAND LIVING WAS YOUR DREAM - AN ISLAND FULL OF FRIENDS AND A KING WHO YOU THOUGHT WAS FAIR AND KIND. BOY, WERE YOU WRONG. WHEN CANDY WAS DISCOVERED ON THE ISLAND, THE KING GOT GREEDY AND YOUR FRIENDS GOT MEAN AND SPITEFUL.. NOW YOU WANT OFF THE ISLAND. MATTER OF FACT, EVERYONE WANTS OFF THE ISLAND.



THE KING WILL FIGURE OUT YOUR OBJECTIVE ONCE SOMEONE LEAVES THE ISLAND. BE THE FIRST AND THE ONLY...

MANIPULATE THE BOARD TO GET THREE CANDIES IN A ROW TO COLLECT THE CANDY, BRIBE THE ISLANDERS TO GET WOOD, CLOTH, TOOLS AND ROPE, AND HOPEFULLY GET OFF THE ISLAND. BUT WATCH OUT FOR THE KING, HE HAS QUITE THE TEMPER!

GAME CONTAINS:

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Where Fun Comes To Life

Richard THE LIONHEART

RICHARD THE LIONHEART

COL RTL001..... \$69.99 | Available October 2017!

As the 12th century comes to a close, England is a nation in turmoil. Their monarch, King Richard I, is away at war, allowing unrest to run rampant across the land. He fights for God and County in the third Crusade in the Middle East, leaving his throne empty. It's the perfect opportunity for unscrupulous nobles to try and take the crown.

Richard's younger brother, John Lackland, has taken Richard's place as the King of England. With the help of his ally, the Sheriff of Nottingham, they have quelled any protests to his claim. Only a small band of Merry Men, led by the famous outlaw Robin Hood, stand in Prince John's way. They will defend Richard's right to the throne to the last man!

In *Richard the Lionheart*, players choose one side of the tense tug-of-war for the crown and battle to ascend to the throne. One of the two factions will come out on top, but only a single player will earn enough Prestige to win the game.

"We were excited about this game, and we wanted a more serious approach to a Robin Hood title to contrast with *Sheriff of Nottingham*, also a CMON game," said Fel Barros, lead developer of *Richard the Lionheart*. "We had a strong belief from the get go that we wanted this whole teamwork/selfish aspect, to keep the characters more human."

Players have loyalties to either King Richard or Prince John and work cooperatively throughout the game with the other people in the faction. In games with an odd player count, one player becomes a neutral figure, choosing which side to support each round. The conflict rages on two fronts. While Robin Hood and his men fight Prince John and the Sheriff in England, King Richard faces off against the forces of Saladin in the Holy Land. To win the game, a player must not only earn the most Prestige points, but their faction must be on the winning side of the conflict in the Middle East. This forces players to take actions that support the team as well as selfish ones.

"Andrea Chiarvesio had a pretty ambitious design: A team game where only one player on the team can win. Semi-cooperative games historically run into the problems of runaway leader, one of the players giving up and destroying all the team effort, or the lack of interaction. We had to juggle those three aspects to make sure players were engaged throughout the whole game," explained Renato Sasdelli, who worked on the production for *Richard the Lionheart*.

Richard the Lionheart is played through a series of rounds, broken up into a number of phases. To start each round, an Event card is drawn that may have ongoing effects throughout the following phases, or may be resolved at the end of the round.

Players then get a chance to travel around England, taking advantage of the special actions associated with the different locations on the island nation. A Purchase phase allows players to acquire cards, upgrades, and even Prestige points.



Then, it's time to contribute to the Crusade efforts. Each player must sacrifice Influence cards or lose Prestige points. The Crusade deck is revealed, and the contributions for each faction are assessed. Influence cards may affect the outcome of the Crusade, change the timeline for the return of the King to England, or increase or empty the Royal Treasury.

"The game is designed to have a climax at the end of each round with the Outcome of the Crusade phase. The anticipation and bursts of emotions from this specific moment of the game are pretty tense and fascinating," said Sasdelli.

Many different factors can lead to the end of the game. If Richard's or Saladin's forces have managed to win the war, the King's Return track has reached 0, the Royal Treasury track has reached 0, or the Game Round track has reached 10, the winning faction is determined and Prestige points are counted up to determine the winner.

Richard the Lionheart is a game about the alliances we make and how far trust can take you. As players work together to accomplish shared goals, they will also have their own selfish interests at heart. Your faction may win the war, but another player on your team may be the ultimate victor if they managed to make moves that benefited their own self-interest.

"This was the driving force behind the game. You feel like you're part of a team with the greater good in mind, but you're often reminded that you also need to be selfish," said Sasdelli. "Finding the balance between both is the key to winning."

Richard the Lionheart will be available at your FLGS in Q3.

...

Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of *The Daily Worker Placement* blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



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DIVINITY DERBY

DIVINITY DERBY

AGS AREU004..... \$39.90 | Available September 2017!

Divinity Derby is the most recent addition to the Euro games range of Ares Games – the fourth in the series. All these games have one thing in common: they're very light in terms of rules, and enjoyable by families, newbies, and experienced gamers, alike, thanks to original mechanics and deep gameplay. Its predecessors featured conflicts in a mythic, pre-Colombian setting – spies in a Venetian carnival, the journeys of Ulysses facing the wrath of an angry god. *Divinity Derby* once again uses a mythological theme, this time in a racing and betting game where players pretend to be gods, betting on a race of elegant (and not-so-elegant!) flying creatures.

When the Ares playtest crew met for the first time, we immediately fell in love with the core system of Carlo Rossi's prototype (at the time called "Aeolus" - it already featured ancient mythology as a theme, but with a different take than in the published version).

Many betting games fall short in terms of information, interaction, or both. Carlo's design had, at its core, a simple but incredibly powerful idea: players can influence a race by playing their cards from hand... but, they don't have one hand of cards, there's two, each placed on a cardholder and shared with one of the neighbors. This clever twist immediately creates interaction – cards in the shared hand will be played by only one of two players; it also gives the players a good amount of information about the odds of the race, and the intentions of other players. But the information is not complete, so you'll still have to use psychology and a bit of guesswork to place the right bets. And you can often end up being surprised by what the *real* intention of your opponents was!

With such a good core mechanic (previously used by Carlo, himself, in another game he designed, *Hab und Gut*), there's no need to add much more to experience elegant, intelligent gameplay. The betting system is also simple and clever, and doesn't detract attention from the race and the interaction in the drafting of movement cards. Each player has a set of 11 different bets, and they're played *hidden* (two at the start of each of three races, one in the middle of each). Choosing which bets to play, which ones to leave out, and the right moment to play them is also an important element of the strategy. In the end, it's your bets that make you win or lose the game.

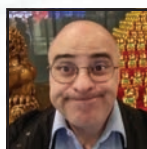
The original prototype already contained a system to make the race more varied by allowing players to place special tiles on the board to affect the outcome. We thought this was a great idea, but realized it could be expanded upon and make the theme a little deeper. Divinities in ancient mythologies are associated with a lot of different powers – what if we took inspiration from them and make each of the player-gods different by giving them unique abilities to influence the



race? This involved a lot of playtesting, but the end result is that now you can play the game at a simpler level by using the core mechanics, or introducing the asymmetrical "Power of the Gods" variant, where each player receives a set of three very powerful cards he can use to alter the race. Two of them can be played at any moment, while the third one (similarly to the original system designed by Carlo) is limited to specific spots on the race track, marked at the beginning of each race with a "Fate Token."

Thanks to the combination of the original core mechanics with the fun and unpredictability of different god-like attributes, we think *Divinity Derby* is a game which can be enjoyed in many different ways. Add to this the beautiful art (by Denis Martynets) and figures (by Bob Naismith), and we're confident that we've developed a game which you can enjoy playing many, many times with friends of all ages and pantheons!

...



Roberto Di Meglio works as publishing director at Ares Games. When he has a little time, he likes to design games, such as *War of the Ring*,

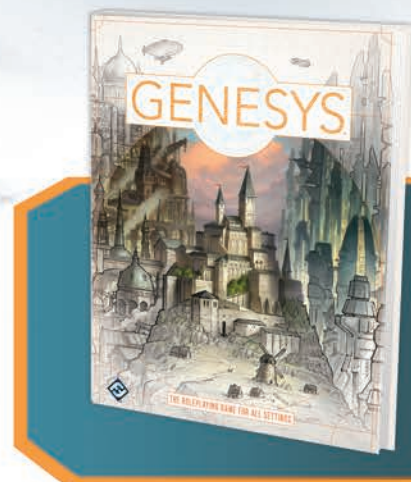
Age of Conan, and a few others. Most of the time, he just works to make the games published by Ares as good as he can, through playtesting, development, and production management.



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Kokoro

AVENUE OF THE KODAMA

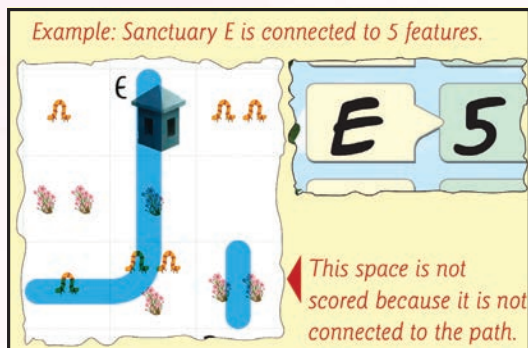
KOKORO: AVENUE OF THE KODAMA

PSI IBCKKR1 \$19.99 | Available October 2017!

The enchanted forest of the kodama is flourishing. But, with so much growth, the ancient paths to the sanctuaries within have become overgrown and lost. Now, the forest guardians call upon you, their loyal kodama, to restore these paths. Help your kodama build these paths, gather offerings for the guardians, and win their favor. But, as you build choose wisely, because you never know exactly when the sanctuary will score. And, you shouldn't be too greedy. If a sanctuary isn't connected to more offerings than your previous sanctuary, you lose points!

Kokoro: Avenue of the Kodama is an exciting family game that can be played with up to eight players. Each player has a forest map to draw their paths and turns are simultaneous. So, the game plays quickly and it's very easy to teach. New players can start playing and joining in on the fun in minutes!

Games are played over five rounds. At the start of each round, the sanctuary that will score is confirmed. Then, the top card of the path deck is revealed. All players must draw the revealed path in an empty space on their playmat in an attempt to connect their sanctuaries with offerings. Or they might pass and secretly view the next sanctuary card.



Once all players have drawn their path, a new path card is revealed and the process is repeated. New paths are revealed until the 4th golden path card is flipped and the round ends.

The round score is the number of offerings connected to the sanctuary – unless you scored less points than the previous round, in which case you lose 5 points! After five rounds, the game ends in a final scoring round and the winner is declared.

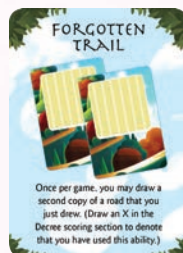
Simple to learn, less than a lifetime to master! For more advanced players, *Kokoro* comes with two mini-expansions, "B-side" maps and "Decrees". These optional rules modify game play and offer lots of interesting challenges for more experienced players.

The "B-sides" are different and variable maps that make you change strategies every play. At the beginning of the game, players flip the playmats to the pink or "B-side." Roll the ten-sided die

1 point for each caterpillar connected to the caterpillar guardian	13
1 point for each flower connected to the flower guardian	2
Subtotal (all five sanctuaries scores plus the two guardian scores.)	= 67
-5 points for each sanctuary with a score of 10	-5 -5
Final score	62



to determine the initial random guardian setup – 90 different starting positions are a simple way to make this fast, fun game appeal to all levels of gamers. "Decree" cards add a new twist to each game play, either a special rule that is followed during the game or used during scoring.



Kokoro: Avenue of the Kodama comes to us from Eliif Svensson and Kristian Amundsen Østby, the extraordinary talent behind the popular game, *Doodle City*. This completely stand-alone game is set in the same world as *Kodama* and is beautifully illustrated by Kwanchai Moriya, (*Kodama: The Tree Spirits*, *Catacombs*, *Capital Lux*) helping bring to life the lovable *Kodama* universe.

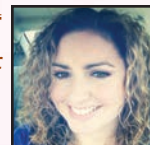
And, we aren't the only ones that think this is a great game:

- " #1 gateway game" - Rahdo
- "really impressed" - Dice Tower
- "Kokoro's decree cards are so much fun" - Rahdo
- "really, really good" - Dice tower

Kokoro: Avenue of the Kodama is a proven crowd favorite, a twist on the 2016 Essen hit *Avenue* that was offered as a limited release that quickly sold out in early 2017. *Kokoro* includes all the rules of *Avenue*, now with dry-erase boards instead of paper score sheets so you can enjoy this great game for as many plays as you would ever want! *Kokoro* also introduces a "B-side" forest map with a variable set-up that gives you 90 different starting configurations and the decree mechanic that alters game play or scoring. Connect your sanctuaries, score the most points, and win the favor of the *Kodama* guardians!

...

I pretty much eat, sleep and breathe games. I've been playing for over 30 years (yes, I'm aging myself). If you play a game with me, we're friends for life.





RUNEWARS

MINIATURES GAME

WREAK HAVOC
WITH THE
LOCUST SWARM



Uthuk Y'llan Army Expansion

RWM22 | \$59.95

Full contents not shown.



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UNLOCK!

MYSTERY ADVENTURES

Unlock! Mystery Adventures

The House on the Hill | NLK05 | \$14.99
The Nautilus' Traps | NLK06 | \$14.99
The Tonipal's Treasure | NLK07 | \$14.99

Available Q4 2017

An abandoned house, haunted by spirits and occult mysteries. A submarine trapped at the bottom of the sea, quickly running out of breathable air. A pirate treasure, buried somewhere on Tonipal Isle. Three new adventures are coming soon to the *Unlock!* line of escape room games from Space Cowboys:

- The House on the Hill
- The Nautilus' Traps
- The Tonipal's Treasure

LOCKED IN A ROOM

Like the three previous adventures in the *Unlock!* series, each of these three new adventures begins in the same way. Players are trapped in a room, surrounded by strange and esoteric objects, without any immediate hope of escape. What's worse, their time is running out as the seconds tick away.

During an *Unlock!* game, the players must rely on their own logic and deductive prowess to progress through the adventure, thinking their way past a series of interconnected puzzles.

First, however, the players must scour the room that they find themselves in. Every room card, like the one in which the players begin the game, features an assortment of numbers and letters that correspond to cards in the deck. Some of these symbols are in plain sight, whereas others are cunningly hidden, but either way, as soon as the players find them, they can take the corresponding cards from the deck.

The cards that players find are primarily split into three types: objects, machines, and codes. Red and blue objects can be combined, and if it's the right combination, the players may be able to gain new cards and advance. As a simple example, the players might combine a locked cabinet (a red object) with a key (a blue object)! Of course, the puzzles within the adventures are far more difficult, forcing the players to think outside the box to find the solution. And what's more, if players combine two objects incorrectly, the consequences could be a significant loss of time.

Other cards that you find in the deck include machines that players must manipulate in order to progress. Starting with these three adventures, the *Unlock!* app has been updated to allow players to interact with machines through the app, giving them a new and intuitive interface to solve the machine cards that come across their path.

The final card type found in an *Unlock!* deck is a code card, which requires players to input a four-digit code. This code must be discovered from the objects and clues around you, and if you enter



the wrong code, you'll lose even more of your precious time! All codes are entered into the *Unlock!* app, and in addition to providing a platform to interact with machines and input codes, the app can also provide hints when necessary and track the players' rapidly dwindling time.

THREE NEW ADVENTURES

Whether your players are veterans of previous *Unlock!* adventures or just getting started with their first adventure, these three new *Unlock!* adventures are perfect for them.

At the beginning of *The House on the Hill* adventure, strange, paranormal activities have surrounded an abandoned house for the past three days. When an investigation uncovers that these occult occurrences began when a passage was read from *The Book of the Dead*, you and your companions are tasked to enter the house and stop the curse...

Whereas *The House on the Hill* surrounds you with the atmosphere of a horror story, *The Nautilus' Traps* brings you to the crushing pressure at the bottom of the sea. When a sea monster attacks your submarine at the outset of the adventure, it's up to you to make your way through the depths and back to the surface if you're going to escape... before your oxygen runs out.

The third adventure, *The Tonipal's Treasure*, sets you at

the start of a hunt for the treasure of Captain Smith, hidden somewhere on Tonipal Island. As your adventure begins, you've been arrested by the Governor and thrown into prison—you'll need to escape quickly, especially since Johnson, a famous treasure hunter, is also on his way to Tonipal in search of the very treasure that you seek.

ESCAPE!

Time is limited—but a thrilling adventure is about to open. Three new adventures for *Unlock!*—*The House on the Hill*, *The Nautilus' Traps*, and *The Tonipal's Treasure*—are coming soon from Space Cowboys in the fourth quarter of 2017.

...



DISCOVERING RIVER BOAT

RIVERBOAT

MFG 3526 PI | Available October 2017!

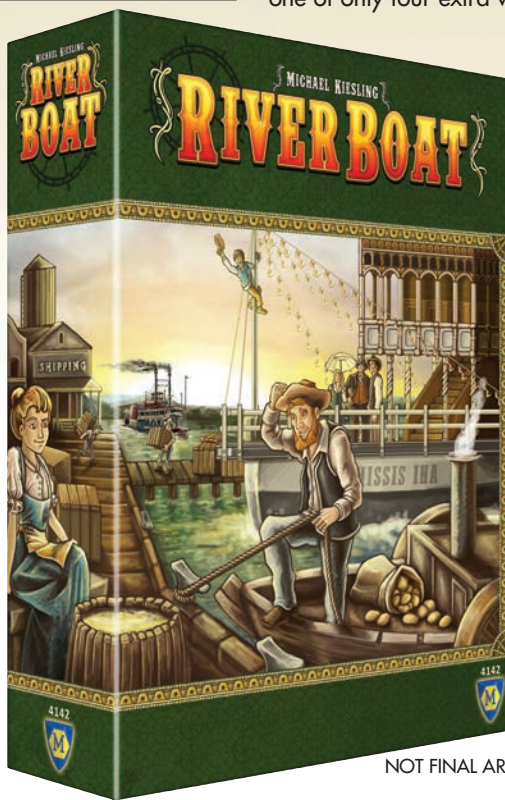
One of the very tired myths about being the VP of Acquisitions and Development at Mayfair Games is that you play games all day. My life would be much simpler if it were; things like grammar, creative composition, and e-mail could be confined to my real life activities, and the fullness of my days could be filled with rolling for damage and acquiring grain tokens.

No, the thrill of the job isn't the number of games that I get to play, but the nature of the opportunities offered. Such as the time that I was at Hanno Girke's house in Germany as part of a Lookout Games work week, and he casually mentions "Oh, and Michael Kiesling's going to bring over a prototype for game night this evening."

Michael Kiesling is a two-time *Spiel des Jahres* (Game of the Year) winner, and has been a part of my gaming history for a very long time. *Tikal* and *Torres* were both games I spent a lot of time with when they were released, and over the years Mayfair has had the opportunity to publish two of his games (*Maharaja* and *Bison*). So, game night arrived along with a very excited player in tow.

My German is poor, but my "spieldeutsch" (game German) from years of exposure to German rulebooks was enough to understand the game. And, I was very glad it was, because I experienced another of my job's perks. Sometimes, when you play a prototype, there's a sensation that starts in the back of your head that begins a chant: "This is good. You like this. You WANT this. Others want this. You should make this. This is GOOOOOOOOD."

That game we played is about to be released by Mayfair: *Riverboat*. It's an exploration of growing crops on the Upper Mississippi River, and increasing your farm and finances through careful harvesting and efficient shipping. The game lasts four rounds, and during each round you'll encounter five different phases of the game. Players choose which phase they would like to go first in (and gain a small advantage by doing so).



NOT FINAL ART



The first step of each turn is planting. You start the game with 13 workers, and if you go first during this phase, your bonus is to gain one of only four extra workers in the game. Crop planting is simple:

each player has a map (different for each player) with five colored areas broken up into hexagonal spaces. Eight crop cards are revealed, determining which areas on your board you may place workers to prepare the land for crops.

This might seem chaotic, but there's an important tool in the game to mitigate it: money. Money allows you to break the rules in almost every phase of the game, and during the worker placement phase you may ignore one of the cards per coin spent and, instead, place your workers anywhere on your board. Careful and effective use of coins is critical to your success!

Next comes planting. On the main board, a variety of 1-, 2- and 3-hex tiles feature a mix of the five crop types in the game. Players take turns choosing tiles and adding them to their boards wherever they have workers. For a coin, you may ignore the display and go into the unused stacks of tiles to select exactly the tile you want (if it's still available).

Shipping comes next, and it's one of the most important parts of the game. Starting with the player choosing to go first during this phase, you select a boat of the size that you want, harvesting crops of one type equal to the boat size. So, if I wanted to choose a 4-boat, I would harvest four corn hexes from my fields by removing the workers on them (and freeing those workers to be placed again next turn). The competition for boats is fierce, as there's only one of each type flipped per round, but for a coin, you can choose a type already chosen.

Boats also come with a variety of other bonuses, including one important one: moving the harbor master on your board. There's only nine regions for you to place boats on your board, and the harbor master follows a path that runs next to the boats. At the end of the game, if your harbor master hasn't reached or passed a particular boat's space, it won't score at all, and only the player whose harbor master has traveled the farthest will receive full points for their boats!

Phase four involves claiming opportunity tiles, which are nice scoring conditions you can meet throughout the game and the final scoring phase at the end of each round, where you can trigger a variety of scoring elements.

I look forward to sharing the fun part of my job with the world at a game store near you soon!

...

About Riverboat: *Riverboat* was designed by Michael Kiesling with art by Klemens Franz for 2-4 players ages 10+. Games take approximately 90-minutes to play.

WILD WEST EXODUS



LEAD YOUR POSSE TO VICTORY IN THE BRUTAL EXODUS WORLD.

Immerse yourself in the world of Wild West Exodus, where gunslingers battle it out against mad scientists, aliens fight Union troopers and outlaws trade blows with otherworldly monsters!



Wild West Exodus is a dynamic, fast-paced tabletop game pitting a cast of heroic characters against each other in a brutal world very much like a twisted reflection of our own. Get ready for Second Edition, launching end of September 2017!



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**WARCRADLE
STUDIOS**

WITCHES OF THE REVOLUTION

WITCHES OF THE REVOLUTION DECKBUILDING GAME

ATG 1390 \$39.95 | Available Now!

In the cooperative game *Witches of the Revolution*, players lead covens of witches determined to see a fledgling nation achieve freedom from tyranny. They must recruit powerful allies, unleash potent relics, overcome menacing events, and ultimately fulfill four keystone objectives before time runs out.

Witches of the Revolution combines history and fantasy, and offers a new take on the popular mechanic of deck-building. But today we're going to talk about a feature critical for any tabletop game – replayability.

A key to any game's success is replayability. This goes doubly so for cooperative games. But it's not just about repeating challenges in a different order – better games provide players a new and different experience in an established and familiar framework. The best games also include elegant options to suit the players (and their mood!). Let's see how *Witches of the Revolution* accomplishes these tasks.

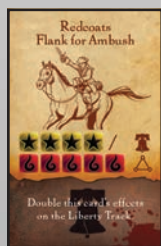
OBJECTIVES

In *Witches of the Revolution*, players can only win by completing four overarching Objectives before time runs out. There are four categories of Objectives, and four different Objective cards for each category. These 16 cards provide 256 different combinations.



Just as importantly, each category's set of Objectives vary in difficulty – an experienced (or confident) group could select the most challenging Objectives, while a group with some novice players could combine easier and harder ones. Of course, players can let fate decide, and choose randomly.

EVENTS

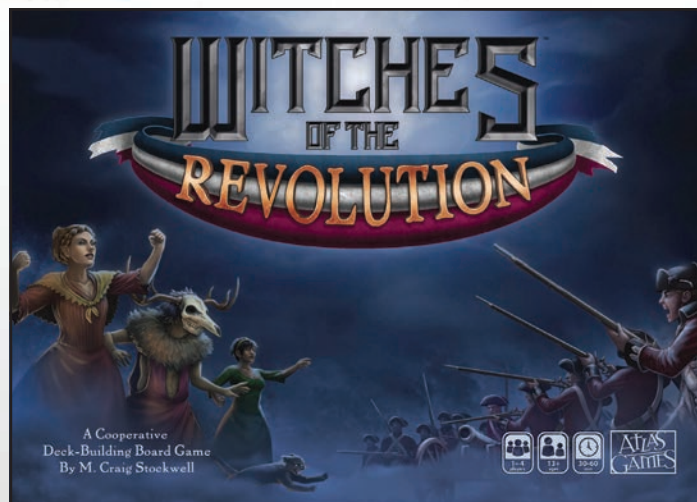


The timer coaxing the players along is the Event deck. It's comprised of 40 cards – eight types of Events, represented with five cards each. In the box, players will find 80 Event cards from which to choose. Half are marked as 'Hard', via a 'blood splat' in the lower-right corner.

Players electing for a random assortment of Events will find 252 combinations for each of the eight Event types – yielding a staggering 16.2 quintillion Event combinations!

BLESSINGS

In tough, cooperative games, players appreciate a "breather" or "ray of hope" moment. Blessings are cards seeded into the Recruit Deck. In a normal game, three Blessings are shuffled in – but to further tune difficulty, players can choose between zero and six. While the number of Blessings affects the *feeling* more than which Blessings show up, the order in which they appear (127 possibilities) affects the gameplay heavily.



DIFFICULTY, A REPLAYABILITY BAROMETER

During gameplay, the Liberty Track invokes certain game effects when it's closer to 'Tyranny'. At the end of the game, if the players have won, they receive a score letting them know how well they fared overall. A high score suggests the players weren't especially tasked by the particular combination of cards and choices ... whereas a low score (or loss) might suggest the need for easing the difficulty.

ADJUSTING DIFFICULTY TOWARDS MORE REPLAYABILITY

Armed with a sense of how well they've performed, the players can set their next game to a more appropriate challenge level – be that easier, or harder.

Adding or removing Blessing cards is a simple, but powerful way to alter the challenge level of the game. Choosing more or fewer hard Events is a finer proverbial knob to turn; further, selecting specific Events to include or exclude can make the game generally easier or harder, or *specifically* adjusted for your group's play style. For example, if the group tends to be cautious about upgrading their covens too quickly, remove Events which restrict the number of Witch cards that can be used to overcome the Event (as starting Witch cards can rarely overcome these). If the group upgrades at a fast pace, consider removing Events which only allow starting Witch cards (called 'Seekers') and Relics to be used.

Working up to Objectives, they also range in difficulty – for example, the Enchanting/Channeling objectives "Depose the British Governor" and "Turn the Tide at Assunpink Creek" both require four Enchanting, but the former requires two Channeling while the latter three to complete. While one more Event may not seem like much, it means the Objective completion reward is received sooner, and/or more flexibility on choosing which Events to apply to which Objectives.

...

M. Craig Stockwell (@toon_ace) has been designing tabletop games since shortly after his first white box D&D adventure in 1977. He's most proud of *Witches of the Revolution* (Atlas Games) and the *Toon Ace Catalog* (Steve Jackson Games). Craig has also worked for *Mag Force 7*, *Daedalus Entertainment*, *Soldiers & Swords*, and other now-defunct gaming companies. Via his role of *ETX Game Design Academy Director*, he aims to educate and encourage budding designers.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #213

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 213.....\$3.99

ART FROM PREVIOUS ISSUE

ALC STUDIO BVBA

SPOTLIGHT ON



JIM HENSON'S LABYRINTH: THE BOARD GAME DELUXE GAME PIECES

This Deluxe Game Pieces box includes five highly detailed, 3x-scale versions of the *Labyrinth* Board Game playing pieces (Sarah, Hoggle, Ludo, Sir Didymus (and Ambrosius), and Jareth the Goblin King), finished in weathered metallic paint with a felt base. Scheduled to ship in November 2017.

ALC RHLAB003.....\$100.00

ALDERAC ENTERTAINMENT GROUP

MYSTIC VALE: MANA STORM EXPANSION

The campaign to restore Gaia's realm rages on and other druidic clans combating the curse have joined the ranks. And it's not just druids who have heeded the call - other creatures have entered the fight, eager for a day when all are free from the accursed blight. The *Mana Storm* expansion adds new advancement and vale cards to *Mystic Vale*, giving players more card-crafting options and exciting new possibilities for combos. New leader cards grant abilities that can be upgraded to become even more powerful, while Amulets feature unique effects and greater variety over regular mana tokens.

AEG 7004.....\$29.99



ASMODEE EDITIONS

FEATURED ITEM



CONAN: KHITAI EXPANSION

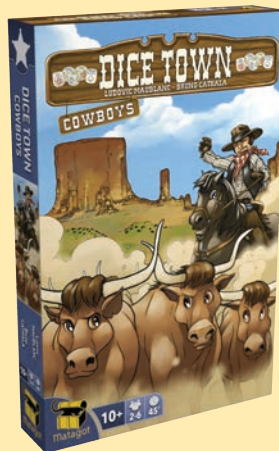
Take Conan and his companions to Khitai - a mysterious land to the East where dark magics, assassins, and many other new challenges abound - in the third expansion for *Conan: The Boardgame*. Packed with 22 detailed miniatures, two game boards - including one double-sided board - a scenario book, a new hero sheet (Shentu), twelve tiles, three tokens, seventeen asset cards, and three spell cards, you'll have plenty of material to

enjoy hours of heroic battles. Scheduled to ship in October 2017.

ASM CON22\$59.99



FEATURED ITEM



DICE TOWN: COWBOY EXPANSION

Gather your cowboys and rustle some cattle with *The Cowboys* expansion for *Dice Town Revised Edition*! Discover the new Prairie location, recruit gutsy cowboys, and round up the biggest herd - stealing cows from your opponents, if necessary - to make your fortune in the Western frontier! Scheduled to ship in October 2017.

ASM DIT04.....\$24.99



FEATURED ITEM

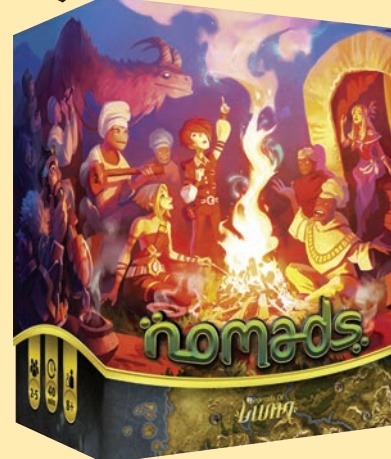
DICE TOWN (REVISED EDITION)

Picture a place somewhere in the American Wild West that has everything from rich gold veins ready for mining to beautiful fields perfect for raising cattle. The question is, who will own the town when all is said and done? Well, pardner, if you don't have lead in your feet - and aren't afraid of taking some lead in your body - it's high time to stake your claim! This *Revised Edition* of *Dice Town* updates the classic board game of dice and land grabs with overhauled rules and brand-new art. Scheduled to ship in October 2017.

ASM DIT03.....\$44.99



FEATURED ITEM



NOMADS

As you journey across the mysterious land of Luma, you encounter a nomad camp. Joining them, you share in the strange potion that the great Shaman passes around. The stories told by those around the campfire seem odd and disjointed, but with cleverness and insight you may make sense of the many legends of Luma. Rooted in the same setting as *Oh Captain!*, players in the dreamlike board game *Nomads* each collect

disjointed pieces of stories. As you gather story tiles, you can exchange them for a Song or Legend that makes sense of the seemingly random fragments in your narrative quest to discover the history of Luma. Scheduled to ship in October 2017.

ASM LUM02.....\$29.99



FEATURED ITEM



UNLOCK! THE HOUSE ON THE HILL

Paranormal activities have surrounded an abandoned house for the past three days. When an investigation uncovers that these occult occurrences center on an excerpt read from 'The Book of the Dead', you and your companions are tasked to enter the house, find the book, and stop the curse in *The House on the Hill!* *Unlock!* is a series of escape adventures for up to six players. With one hour on the clock, players work through a deck of sixty cards as a team, searching for clues, combining objects, and solving puzzles. Scheduled to ship in October 2017.

ASM NLK05..... \$14.99



FEATURED ITEM

UNLOCK! THE NAUTILUS' TRAP

When a sea monster attacks your submarine, it's up to you to make your way through the depths and back to the surface if you're going to escape *The Nautilus' Trap* before your oxygen runs out! *Unlock!* is a series of escape adventures for up to six players. With one hour on the clock, players work through a deck of sixty cards as a team, searching for clues, combining objects, and solving puzzles. Scheduled to ship in October 2017.

ASM NLK06..... \$14.99



FEATURED ITEM



UNLOCK! THE TONIPAL'S TREASURE

You've been arrested by the Governor of Tonipal Island and thrown into prison - you'll need to escape quickly, especially since Johnson, a famous treasure hunter, is also on his way in search of the very treasure that you seek! *Unlock!* is a series of escape adventures for up to six players. With one hour on the clock, players work through a deck of sixty cards as a team, searching for clues, combining objects, and solving puzzles. Scheduled to ship in October 2017.

ASM NLK07..... \$14.99

ATLAS GAMES

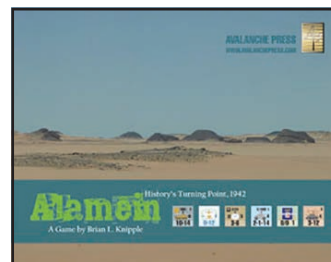


END OF THE LINE

Outlast your rivals as you experience mutant attacks, dehydration, starvation, and some of the worst pop-culture references the end days has to offer in *End of the Line*, a post-apocalyptic family survival game that proves that the torments of the DMV and your local bank won't end with civilization. In *End of the Line*, you must escape obliteration while navigating the bureaucracy of the post-apocalyptic world by placing members of your Nuclear Family in lines to collect food, water, fuel, and ammo. First in line gets a bonus while last in line gets nothing! As dad, mom, boy, girl, and dog are in the various lines, they will suffer classic, post-apocalyptic nightmares meant to test your mettle (and your friendships). Lay low and pick your fights wisely if you're going to make it to the End of the Line. Scheduled to ship in July 2017.

ATG FB010..... \$50.00

AVALANCHE PRESS



ALAMEIN

Following the fall of Tobruk in May 1942, the Commonwealth forces in the desert struggled to reach the last real defensive position before Alexandria and halt what seemed to be an unstoppable Afrika Korps. In a series of battles stretching from June to November 1942, they first stopped the Axis offensive and then began one of their own that shattered Erwin Rommel's legend of invincibility and drove the Germans and Italians out of Africa. This is a limited-edition reprint of designer Brian L. Knipple's masterpiece, *Alamein*. Scheduled to ship in August 2017.

APL 0605..... \$149.99

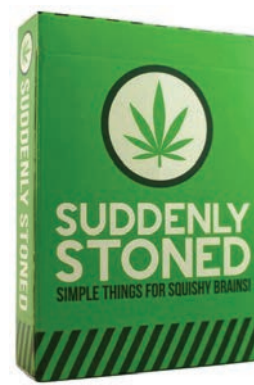
BREAKING GAMES



SUDDENLY DRUNK: GROSS EXPANSION

This expansion for *Suddenly Drunk* introduces a whole new set of rules and games showcasing classic King's Cup rules! Also included are eight special blank cards so you can scribble in your own rules and mini-games! Scheduled to ship in July 2017.

BRK 110105..... \$15.00



SUDDENLY STONED

In *Suddenly Stoned*, players take turns drawing cards that have simple tasks to complete, but become increasingly difficult the higher the player is, such as "Correctly guess what time it is!" or "Call a family member!" *Suddenly Stoned* creates interesting conversations and delightful situations that will have you and your squishy-brained friends rolling around the floor in laughter. Scheduled to ship in July 2017.

BRK 110265..... \$15.00

**LA COSA NOSTRA**

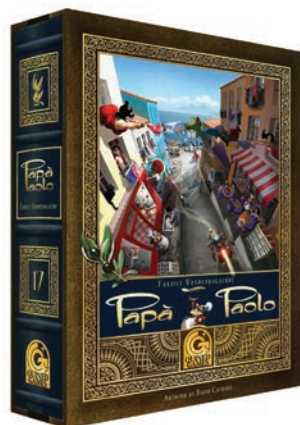
Build your gangster empire and enter the dark world of the mafioso in *La Cosa Nostra*, an underhanded game of pacts, pledges, and backstabbing. Scheduled to ship in August 2017.

CSG CTGQG1004.....\$39.95

**THE CLIMBERS**

They gazed at the massive structure of colorful blocks neatly stacked before them. The goal was simple: climb to the highest level possible. The catch? You can only touch surfaces that match your player color or the neutral surface. To help you ascend, you may move and rotate blocks, use ladders, and position blocking discs to divert fellow climbers. Scale to greater heights in *The Climbers*, an easy-to-learn, all-wooden, 3D strategy game. Scheduled to ship in September 2017.

CSG SC1001.....\$49.99

**PAPA PAOLO**

Papa Paolo brings you to the beautiful city of Naples, birthplace of one of the world's favorite dishes: pizza. In *Papa Paolo*, players compete to deliver the most pizzas to the hungry customers of Naples. To do this, you must outsmart your rivals by being a clever investor, bidding on the right city tiles and creating your own little district of Naples. Scheduled to ship in August 2017.

CSG CTGQG1005.....\$69.95

**VANUATU**

Prosper on the island paradise of Vanuatu by managing natural resources, rare trinkets, vatus (local currency), and tourists in *Vanuatu*. Featuring new artwork by Konstantin Vohwinkel, this Quined Master Print Edition of *Vanuatu* includes the *Rising Waters* expansion and the extra Governor character. Scheduled to ship in August 2017.

CSG CTGQG1006.....\$69.95

**WILDCATTERS**

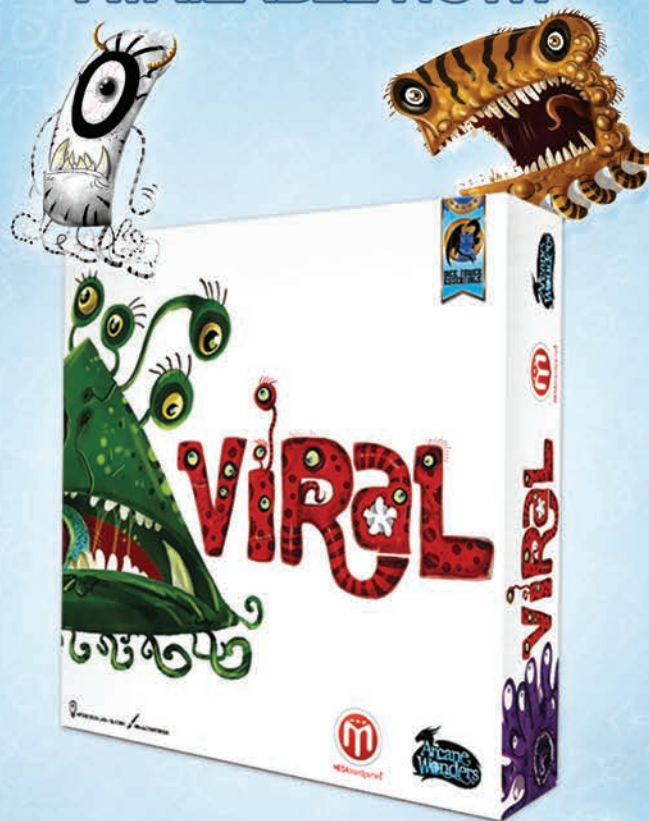
Be part of the booming business of the 19th century oil industry in *Wildcatters*! This turbulent era was dominated by resourceful adventurers who dared to take great risks in their quest for oil. These 'Wildcatters' have changed the course of history with their

daring discoveries and achievements. Now it's your turn to follow in their footsteps and claim the leading role in the world of steam locomotives, iron oil tankers, and vast oil fields! Scheduled to ship in November 2017.

CSG WC01.....\$69.99



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CATAN STUDIOS



FEATURED ITEM

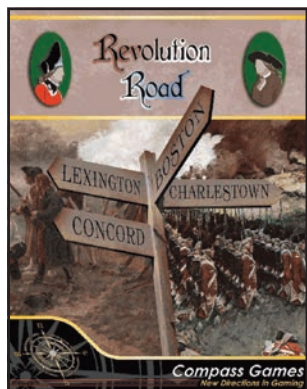


A GAME OF THRONES CATAN: BROTHERHOOD OF THE WATCH

Take the Black! Defend Westeros! Become the Lord Commander! The Brothers of the Night's Watch seek a new leader from among their ranks. Jeor Mormont wishes to promote one who can improve the infrastructure of the Gift, the bountiful and undeveloped area south of the Wall bestowed to the Watch by the Starks thousands of years ago. Drawing sustenance from the unforgiving landscape of the north offers enough challenges, but whomever takes up this task must also man and defend the Wall against the onslaught of Wildlings fighting their way into Westeros. Many brothers now compete to build, defend, and do what they can to protect Westeros, but only one shall rise above their brothers to become the new Lord Commander. But, be wary - the north holds many dangers, and winter is coming. The battle to defend the Realms of Man begins in *A Game of Thrones Catan: Brotherhood of the Watch*, a strategic game grounded in the engrossing world of George R. R. Martin's *A Song of Ice and Fire* series and adapted for *Catan* by Klaus Teuber. Scheduled to ship in October 2017.

CSI CN3015..... \$79.95

COMPASS GAMES



REVOLUTION ROAD

Revolution Road contains two separate games encompassing the two Massachusetts flashpoints that ignited the American Revolutionary War in 1775: the running battle between the Colonists and British regulars in the trek to and from Concord and the epic Battle of Bunker Hill that followed. Scheduled to ship in July 2017.

CPS 1038..... \$69.00



SOVEREIGN OF THE SEAS

Sovereign of the Seas focuses on the naval aspects of the series of wars between England and the various European powers between 1756 and 1805 for dominance of the world's oceans. Scheduled to ship in July 2017.

CPS 1047..... \$110.00

COOLMINIORNOT

SPOTLIGHT ON



RICHARD THE LIONHEART

While the King is Away, the Prince Will Play! The Crusades have summoned Richard the Lionheart to the Middle East. Back home in England, John Lackland is trying to consolidate his power, recruiting the Sheriff of Nottingham to his side. Opposing them is Robin Hood and his band of Merry Men. What will be left of Richard's Kingdom when the Crusades are over? In *Richard the Lionheart*, players ally themselves either with Robin Hood or John Lackland, traveling across England trying to earn Prestige points and influencing the Crusades from afar. At the end of the game, Richard will return to what's left of his Kingdom...if he returns at all! October 2017.

COL RTL001 \$69.99

CORVUS BELLI



ARISTEIA!

One-hundred and seventy-five years into the future, the human race has reached the stars. The ancient nations have gathered into immense, international, federated blocks and divided the star systems proven suitable for human existence. The most advanced medicine makes it possible to extend life and, together with the most advanced (and most expensive) technology, almost reach corporeal immortality. It also allows for the most popular extreme sport, *Aristeia*!, a series of high-level, armed combats where death is a real possibility. Compete in the greatest, competitive contact sport and visual spectacle in the Human Sphere in *Corvus Belli's Aristeia*!, a head-to-head, two-player board game of brutal, extreme arena combat set in the *Infinity* universe. Scheduled to ship in October 2017.

CVB 8437016958001 PI



INFINITY: BEYOND ICESTORM EXPANSION PACK

In the frozen plains of Svalarheima, Nomads and PanOceanian black ops teams fight for the technological secrets hidden in the Mototronica R&D facility. This expansion set for *Infinity* extends the PanOceanian and Nomads army lists of the *Operation: Icestorm Battle Pack* up to a completely playable 300-point army list. CVB 280014-0645..... \$49.00

INFINITY: BEYOND RED VEIL EXPANSION PACK

In the commercial area of the Neon Lotus Orbital Station, Yu Jing and Haqqislam spec ops teams fight for data that could reveal a covert operation to manipulate and subvert the financial markets of the Sphere. This expansion set for *Infinity* extends the Haqqislam and Yu Jing army lists of the *Operation: Red Veil Battle Pack* up to a completely playable 300-point army list. CVB 280014-0644..... \$49.00

CREATIVE GOODS COMPANIES

SPOTLIGHT ON



CATAN: CHOCOLATE EDITION CASE (6)

Catan Chocolate Edition is a greatly simplified version of *Catan* - simplified so that you, dear players, can enjoy the chocolate as quickly as possible! *Catan Chocolate Edition* comes with 32 mini chocolate bars depicting knights, cities, settlements, and roads, plus a set of resource cards, a spinner, and complete game rules. Scheduled to ship in October 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

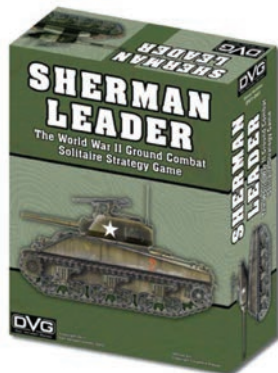
CGC 01121 \$90.00



CATAN EMBROIDERED RESOURCE CAPS

CLAY	
CGC 21011	\$24.00
GRAIN	
CGC 21015	\$24.00
ORE	
CGC 21014	\$24.00
SHEEP	
CGC 21012	\$24.00
WOOD	
CGC 21013	\$24.00

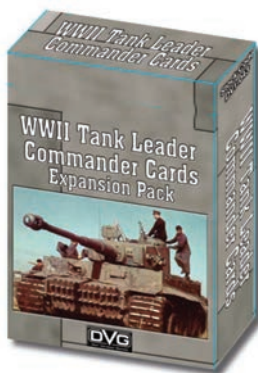
DAN VERSSEN GAMES



SHERMAN LEADER

From 1942 North Africa and 1945 Berlin, to the D-Day and Italian Campaigns, command US Army forces as they roll into combat against the toughest German units of WWII in *Sherman Leader*, the World War II Ground Combat Solitaire Strategy Game. In *Sherman Leader*, you command an American group of tanks, armored cars, trucks, halftracks, and supporting infantry, executing your objectives while trying to keep as many of your men alive as possible during realistic tactical missions. Scheduled to ship in October 2017.

DV1 041\$89.99



TIGER LEADER AND SHERMAN LEADER ENEMY COMMANDER CARDS

The *Tiger Leader* and *Sherman Leader* Enemy Commander Cards expansion adds unique historical enemy commanders to your campaigns. Scheduled to ship in October 2017.

DV1 043\$19.99



TIGER LEADER AND SHERMAN LEADER TERRAIN TILE PACK

The *Tiger Leader* and *Sherman Leader* Terrain Tile Pack expansion adds 32 large Terrain Tiles to your World War II battlefields! Scheduled to ship in October 2017.

DV1 044\$29.99



SHERMAN LEADER NEOPRENE ROLL UP GAME MAT

Scheduled to ship in October 2017.

DV1 041A.....\$24.99



TIGER LEADER: NEOPRENE ROLL UP GAME MAT

Scheduled to ship in October 2017.

DV1 031A.....\$24.99



WARFIGHTER: MODERN NEOPRENE ROLL UP GAME MAT

Scheduled to ship in October 2017.

DV1 030K.....\$29.99



WARFIGHTER WWII: NEOPRENE ROLL UP GAME MAT

Scheduled to ship in October 2017.

DV1 036S.....\$29.99

Legend of the Five Rings

THE CARD GAME

The Unicorn Clan: Nomadic Outsiders

L5C01 \$39.95

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GAMES

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GT
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33

DAYS OF WONDER



FEATURED ITEM



TICKET TO RIDE: FIRST JOURNEY - EUROPE

Climb aboard and embark on your very own railway adventure across Europe with *Ticket to Ride: First Journey*! *Ticket to Ride: First Journey* takes the gameplay of the *Ticket to Ride* series and scales it for a younger audience. During the game, players collect train cards, claim routes on the map of Europe, and try to connect the cities shown on their tickets. The first player to

complete six tickets wins! Scheduled to ship in October 2017.

DOW DO7227 \$34.99

DEVIR AMERICAS

CASTELLERS

Strength! Balance! Bravery! The castellera festival begins and all the castellers strive to be the first among the groups building human castles in front of the crowds of spectators. The group that builds and ascends their castells first will receive more applause, but be careful. One slip and the castell will make llanya, and the entire tower comes tumbling down! Fortunately, the coordinator is always careful to give precise directions so that the castell can be successfully completed. The gralles are playing! *Tercos amunt!* Scheduled to ship in September 2017.

DVR BGCASTERLLERSEN \$19.99



DV GIOCHI



FEATURED ITEM



3 SECRETS

In *3 Secrets*, a cooperative game of elusive characters and hidden truths, players attempt to unravel the three secrets of an unresolved case before time runs out. The clock is ticking and the clues are scarce - question the informant to gather useful information to find the solution in *3 Secrets*! Scheduled to ship in October 2017.

DVG 4473 \$14.90



FEATURED ITEM

BANG! ARMED & DANGEROUS

Introducing eight new, skillful Gunslingers, *BANG! Armed & Dangerous* locks & loads with deadly weapons, powerful gear, and lethal ammo - the new *Dangerous* cards! Scheduled to ship in October 2017.

DVG 9109 \$17.90



FEATURED ITEM



DARK TALES: THE LITTLE MERMAID

From the old Sea King and the graceful Prince, to the loving sisters and the perfidious Sea Witch, new characters appear to create new and unexpected combinations in *The Little Mermaid* expansion for *Dark Tales*. Scheduled to ship in October 2017.

DVG 9230 \$14.90

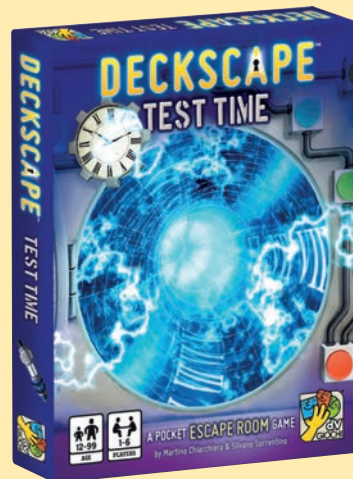


FEATURED ITEM

DECKSCAPE: TEST TIME

Can you solve the unique puzzles of the room and find a way out in time? *Deckscape* is a portable, pocket-sized version of the *Escape Room* world-wide phenomenon. In *Deckscape: Test Time*, you have been selected from Doctor Thyme's most brilliant students for a special project. He'll test your skills, and only time will tell if you'll get a unique opportunity to help him on his newest and greatest invention. Scheduled to ship in October 2017.

DVG 4474 \$14.90





FEATURED ITEM

DECKSCAPE: THE FATE OF LONDON

Can you solve the unique puzzles of the room and find a way out in time? *Deckscape* is a portable, pocket-sized version of the Escape Room world-wide phenomenon. In *Deckscape: The Fate of London*, a terrible threat looms over London and the Crown of England needs your help! Your mission is to find four devices hidden in secret locations and defuse them before midnight. A single mistake and the situation could degenerate quickly! Scheduled to ship in October 2017.

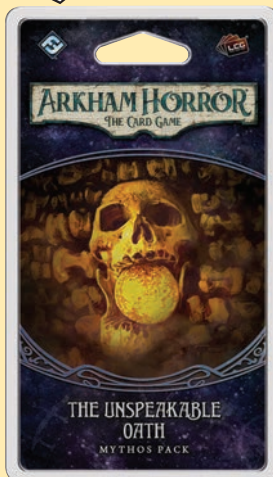


DVG 4478 \$14.90

FANTASY FLIGHT GAMES



FEATURED ITEM



ARKHAM HORROR LCG: THE UNSPEAKABLE OATH MYTHOS PACK

The second Mythos Pack in *The Path to Carcosa Cycle for Arkham Horror: The Card Game*, *The Unspeakable Oath* carries you deep into the belly of Arkham's asylum. You'll find yourself behind locked doors, wracked by Doubt, and surrounded by Lunatics. And, still, you'll catch hints of deeper and darker secrets. And while its scenario continues and deepens the game's exploration of the mystical realms between the traditional roleplaying and card game experiences, its twenty-four player cards (two copies each of twelve different cards) provide you access to a number of wealthy Patrons and allow you to 'learn' from your mistakes. Scheduled to ship in October 2017.

FFG AHC13 \$14.95



FEATURED ITEM

DRAGON SHIELDS (60)

Protect your cards in style with Dragon Shield Matte Sleeves now offered in 60 count and in the stunning apple green color! Not only do *Dragon Shield Matte Sleeves* come in a matte finish that allows you to quickly and easily shuffle your deck, they now feature the new distinct color apple green. Each of these polypropylene sleeves measure 2.64 by 3.58 inches, making them the perfect size to protect your LCG and CCG sized cards! Scheduled to ship in August 2017.



MATTE APPLE GREEN FFG DSH218 \$6.99
MATTE BLACK FFG DSH202 \$6.99
MATTE CRIMSON FFG DSH221 \$6.99
MATTE PINK FFG DSH212 \$6.99
MATTE PURPLE FFG DSH209 \$6.99
MATTE SKY BLUE FFG DSH219 \$6.99
MATTE WHITE FFG DSH205 \$6.99

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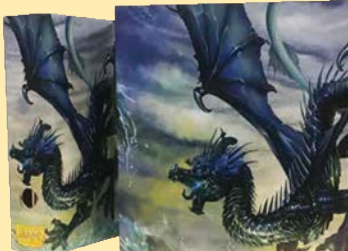


FEATURED ITEM

**DRAGON SHIELD:
SLIPCASE BINDERS**

Store your cards in style with the Dragon Shield Slipcase Binder! On the inside, this hardback binder has high-quality back-mounted hardware with three 2-inch metal slant rings. On the outside, feast your eyes on dramatic full-bleed dragon artwork. The binder fits snugly inside a handsome slipcase that features the same eye-catching full-bleed artwork. Available in five colors, a *Dragon Shield Slipcase Binder* is the perfect storage solution, whether you want to make a big impression at your next tournament or show off your card library at home.

BLACK FFG DSH502 \$27.99
BLUE FFG DSH503 \$27.99
GREEN FFG DSH504 \$27.99
RED FFG DSH507 \$27.99
WHITE FFG DSH505 \$27.99



FEATURED ITEM

**A GAME OF THRONES
LCG: 2ND EDITION -
HOUSE OF THORNS
EXPANSION**

House Tyrell surges into the light with *House of Thorns*, the fourth deluxe expansion for *A Game of Thrones: The Card Game*. Within this boxed expansion you'll find a wealth of new cards, bringing powerful new options to support and diversify House Tyrell's most important themes, alongside iconic characters sworn to House Tyrell, including Mace Tyrell, the Queen of Thorns, Margaery

Tyrell, and the Knight of Flowers. *House of Thorns* also introduces new non-loyal cards for each of the seven other factions and new options for any deck with seven new plots. Scheduled to ship in October 2017.

FFG GT29 \$29.95

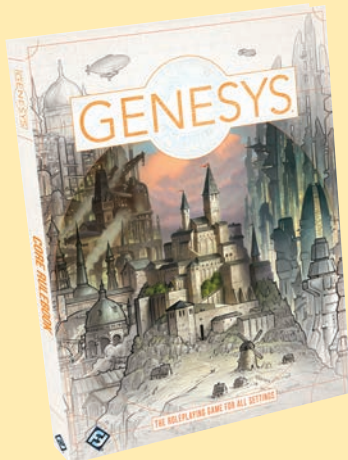


FEATURED ITEM

**GENESYS RPG: CORE
RULEBOOK HARDCOVER**

One Book, Unlimited Adventures! Blast hordes of reanimated skeletons with holy fire, explore new worlds in a steam-powered zeppelin, match wits with alien warlords, or invent your own entirely unique world. Unlimited adventure awaits you in *Genesys*, a new roleplaying system limited only by your imagination! The *Genesys* experience begins with the *Genesys Core Rulebook*, which features an explanation of the innovative narrative dice system and core mechanics of the game, an overview of five different settings in which to place campaigns, and advice for Game Masters to craft a myriad of adventures with unparalleled freedom. Scheduled to ship in October 2017.

FFG GNS01 \$39.95



FEATURED ITEM

GENESYS RPG: DICE PACK

The *Genesys Roleplaying Dice Pack* features three Ability dice, three Difficulty dice, two Setback dice, two Boost dice, two Proficiency dice, and a Challenge die, giving you all the dice you need to run your own game of *Genesys*. Scheduled to ship in October 2017.

FFG GNS02 \$14.95



FEATURED ITEM

**THE LORD OF THE RINGS
LCG: THE GREY HAVENS
NIGHTMARE DECKS**

The Grey Havens introduced Sailing and double-sided locations to immerse players in the mysteries west of Middle-earth, and in Nightmare Mode you'll find raging storms, deadlier enemies, and treacheries that cut deeper than ever. You'll also find each scenario's themes rarified to crystalline clarity, guaranteeing you a set of adventures as perfectly thrilling as they are perilous! Scheduled to ship in July 2017.

FFG UMEN44 PI



FEATURED ITEM

**MANSIONS OF MADNESS
2ND EDITION: STREETS
OF ARKHAM EXPANSION**

Evil extends its reach and spills into the *Streets of Arkham*, the newest expansion for *Mansions of Madness Second Edition*! The city's façade of normalcy fails as strange happenings begin to infect key places around town. You're likely to find odd circumstances at many areas, including the Miskatonic University, the hidden gang-run speakeasies, and the curious storefronts that populate the once quiet neighborhoods. As an invested citizen with a penchant for noticing when "odd" becomes "too odd," you gather a team of like-minded investigators to examine these supernatural threats. It'll take all of your wits, grit, and the occasional bit of luck to do what needs doing, but somebody has to. In *Streets of Arkham*, your team of investigators seek to understand the strange happenings that plague the city in three new digital scenarios, complete with new tiles, mythos events, investigators, and item cards. Scheduled to ship in October 2017.

FFG MAD25 \$59.95

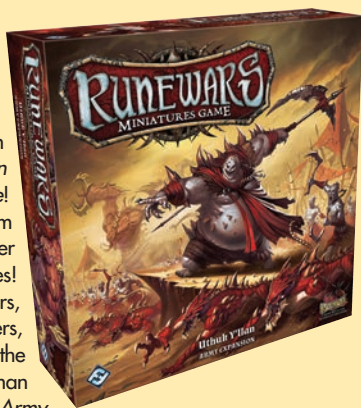




FEATURED ITEM

RUNEWARS: THE MINIATURES GAME - UTHUK Y'LLAN ARMY EXPANSION

A new force of evil roams Terrinoth with the *Uthuk Y'llan Army Expansion* for the *Runewars Miniatures Game*! The new demonic race bursts from the Darklands in an attempt to cover the realm with their monstrosities! Swarming like locusts with Berserkers, Flesh Rippers, and Spined Threshers, the fierce command of Ravos the Everhungry drives these inhuman beasts forward. The *Uthuk Y'llan Army Expansion* includes 22 beautifully-sculpted plastic miniatures with unique unit cards and command dials that introduce new strategic elements, plus a wide variety of terrain pieces, tokens, and upgrade cards. Scheduled to ship in October 2017.



FFG RWM22 \$59.95



FEATURED ITEM



RUNEWARS: THE MINIATURES GAME - UTHUK Y'LLAN INFANTRY COMMAND UNIT UPGRADE EXPANSION

The Locust Swarm gathers its strength with the *Uthuk Y'llan Infantry Command Expansion* for the *Runewars*

Miniatures Game! Enhance your *Uthuk*

Y'llan army with leaders and champions like the *Uthuk Shrieker*, *Witch*, *Warsprinter*, and *Grotesque*. The *Uthuk Y'llan Infantry Command Expansion* includes four beautifully-sculpted plastic miniatures with new rules and upgrade cards to further customize gameplay. Scheduled to ship in October 2017.

FFG RWM23 \$24.95



FEATURED ITEM

STAR WARS LCG: DESPERATE CIRCUMSTANCES FORCE PACK

As the Galactic Civil War rages, its battles continue to spread from system to system, planet to planet. TIE engines roar through the skies. Blaster fire echoes off the hillsides. And galactic citizens everywhere are drawn into the fight - one side or the other. The third Force Pack in the *Alliances Cycle* for *Star Wars: The Card Game*, *Desperate Circumstances* reaches far from Rebel and Imperial headquarters to follow the new alliances formed on both sides of the Galactic Civil War. With its sixty new cards (two copies each of five different objective sets), you'll find the dark side reinforced by the Nightsisters of Dathomir and a new version of the galaxy's deadliest assassin droid, IG-88, while the light side's defenders gain valuable strength from daring scouts like Captain Rex, a Force-sensitive Lamproid, and one very special relic of the Old Republic. Scheduled to ship in October 2017.



FFG SWC39 \$14.95

Legend of the Five Rings

THE CARD GAME



The Scorpion Clan: Masters of Deception





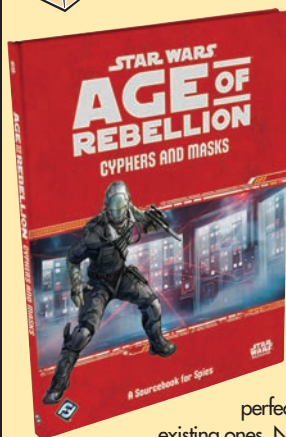

L5C01 \$39.95

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FEATURED ITEM



STAR WARS RPG: AGE OF REBELLION - CYPHERS AND MASKS HARDCOVER

Far from the battlefields of Hoth and the skies of Yavin, the Rebellion is waging a secret war. While it is not completely free of bloodshed, this war is fought primarily with information, deception, and lies. The spies of the Rebellion infiltrate every facet of Imperial life, working alone or in teams to accomplish feats a traditional soldier could never hope to perform. Expanding the options and opportunities for the Spy career for *Star Wars: Age of Rebellion, Cyphers and Masks* introduces new specializations and species

perfect for starting a new campaign or integrating into existing ones. New vehicles, equipment, and droids designed to be assets and adversaries to characters engaging in clandestine operations are included, with new rules for utilizing the skills most often associated with Spies and their tradecraft. Scheduled to ship in October 2017.

FFG SWA53 \$29.95

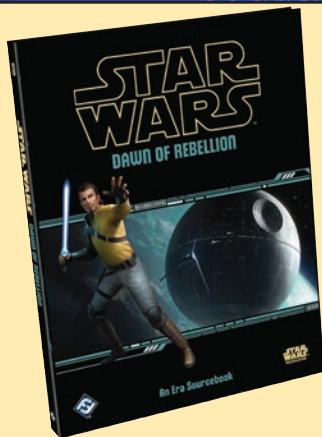


FEATURED ITEM

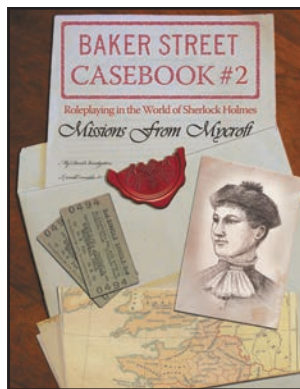
STAR WARS RPG: DAWN OF REBELLION HARDCOVER

The chaos of the Clone Wars has left its devastation in countless systems. Worlds have been ravaged and brought to the brink of collapse. Citizens of thousands of worlds suffer from the turmoil of a conflict they never wanted, and the exhaustion that comes with a galaxy's struggle for mere survival has opened the way for a nefarious and tyrannical evil to take control. The Jedi Order has been eradicated and, with it, their particular religion and its impact on society. The Separatist cause has been lost. From the ashes of the corrupt and bureaucratic Senate, the former Chancellor Palpatine has secured a new Empire, promising peace and security for all who submit. There are some who welcome this change. There are more, though, who see the Empire for what it is: a pernicious evil, a cancer upon the Force, and the enemy of all free people everywhere! *Dawn of Rebellion*, the first sourcebook of its kind designed to be used alongside any of the three core *Star Wars* roleplaying lines - *Age of Rebellion*, *Edge of the Empire*, and *Force and Destiny* - primarily focuses on the years preceding the Battle of Yavin and features descriptions, context, and statistics for many of the iconic characters and vehicles appearing in the *Star Wars*: Rebels television series and *Rogue One: A Star Wars Story*. Scheduled to ship in October 2017.

FFG SWR10 \$39.95



FEARLIGHT GAMES



BAKER STREET: CASEBOOK #2 - MISSIONS FROM MYCROFT

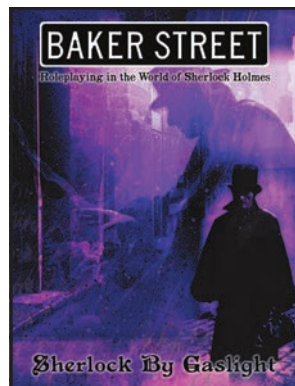
Sherlock's older, smarter brother needs your help! Work for Mycroft Holmes on missions of international importance in this the second collection of cases for the *Baker Street Roleplaying Game*. *Casebook #2* features eight new mysteries for intrepid investigators to solve. Scheduled to ship in September 2017.

FLG FTG111 \$24.99

BAKER STREET: ICON DICE (2)

Bring Dr. Watson, Professor Moriarty, and Sherlock Holmes into your game with this pair of randomly colored Icon Dice for use with the *Baker Street Roleplaying Game*. Scheduled to ship in September 2017.

FLG FTG125 \$4.99



BAKER STREET: SHERLOCK BY GASLIGHT

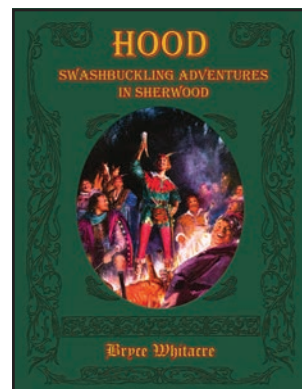
Whitechapel 1888; prostitutes are being murdered in London's east end. Now, your investigators are hired to solve the world's most famous unsolvable crime in *Sherlock by Gaslight*! Jack the Ripper is hiding in the shadows as he replaces Dr. Moriarty on the Sherlock Die and fuels your fears the closer you get to the truth! This scenario sourcebook for the *Baker Street Roleplaying Game* features all-new professions for investigators, several new reprobates for the Mastermind, and over 50 London locations, each with a unique plot hook that can be converted to a whole night of whodunnits! Scheduled to ship in September 2017.

FLG FTG105 \$24.99

HOOD: SWASHBUCKLING ADVENTURES IN SHERWOOD

The small band of outlaws gathers around the trysting tree. Prince John and the Sheriff of Nottingham are making life impossible for the villagers of Sherwood and Barnsdale. Only these outlaws can fight back and preserve the English way of life until good King Richard returns. Don the Lincoln green, grab your arrows, and join the Merry Men in *Hood: Swashbuckling Adventures in Sherwood*! Scheduled to ship in September 2017.

FLG FTG130 \$39.99



FLYING FROG PRODUCTIONS



LAST NIGHT ON EARTH: 10TH ANNIVERSARY EDITION

When night begins to fall on the sleepy, rural town of Woodinville, the shadows and fog rolling in bring with them more than just a chill shiver. A living nightmare erupts as the once peaceful community is overrun with the restless dead, scratching and clawing their way to the surface with an insatiable hunger for human flesh! Now only a handful of unlikely heroes are left, banding together to fight for their very lives. On a night that never ends, the only thing worse than death... is becoming infected! Celebrating the 10th Anniversary of *Last Night on Earth*, this limited Deluxe Edition of the original board game of zombies, small town heroes, and horror movie action includes the classic cast of eight Heroes, as well as new playable Hero versions of four of the original Townsfolk, a plastic Old Truck to escape in, plastic pieces for several of the markers, some new

scenarios and cards, rules for Fire and the Experience System (first introduced in *Timber Peak*), and a brand-new *Last Night on Earth Rulebook*. Scheduled to ship in October 2017.

FFP 0110 \$99.95

LAST NIGHT ON EARTH: HERO PACK 2

Hero Pack 2 adds four new Heroes to your games of *Last Night on Earth*, including the Chemical Plant Scientist and High School Cheerleader. Everything you need to play these new Heroes is included, plus new game cards for both the Hero and Zombie Decks and a new scenario! Scheduled to ship in October 2017.

FFP 0109 \$24.95



STAR WARS™

DAWN OF REBELLION

WHEN LIBERTY DIES REBELS ARE BORN

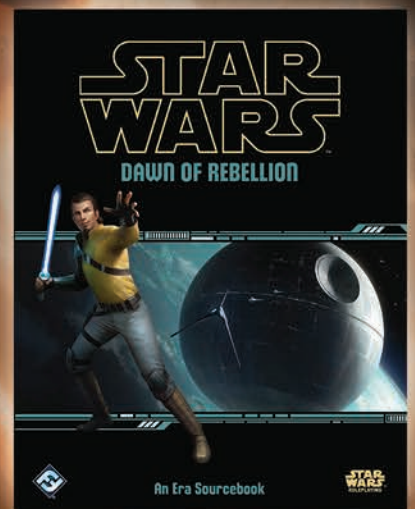
The Senate has been disbanded. The Jedi are gone. The oppressive Galactic Empire tightens its grip around a terrified galaxy. In this darkness, the lost champions of light are called to rise, to fight, and reclaim the galaxy.

Star Wars: Dawn of Rebellion
SWR10 | \$29.95



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SHADOWS OF BRIMSTONE: BELIAL XXL SIZED DELUXE ENEMY PACK

Banished eons ago, the Last of the Shadow Kings, Belial, was imprisoned for his treachery in the fiery hellscape of the Caverns of Cynder! Above all else, he seeks to break his chains and escape his eternal prison. Sitting atop his magma throne, Belial feeds on the souls of the damned to gain strength...strength that will one day allow him to rise once more and reclaim his apocalyptic reign! Scheduled to ship in November 2017.

FFP 07DE06\$44.95



SHADOWS OF BRIMSTONE: HELLFIRE SUCCUBI MISSION PACK

Lava and ash pour out from shimmering gateways connecting the fiery Caverns of Cynder to the mortal world of humanity. Scorching the ground beneath their hoofed feet, the alluring Hellfire Succubi are hideous demons that have taken on an irresistible guise to bewitch and corrupt the weak-willed mortals of Earth. As a vanguard from the burning depths, the Hellfire Succubi are harbingers of a far greater evil, working tirelessly to break the bindings of their master so that he may spread ruin across all of reality! Scheduled to ship in November 2017.

FFP 07MP02\$39.95

FOXMIN D GAMES



ARCHELINO

Like modern-day travelers, all animals invited to Noah's ark not only want to have their place on the ark - they also have their preferences! The kangaroo desperately wants to sit next to the lion, but that's where the panda wants to sit to chat with the zebra, and the giraffe doesn't want to sit all the way in the back! Follow the clues to fit the six animals in the ark according to their demands in Archelino. Scheduled to ship in July 2017.

FOX HUTARCH\$24.95



BRAIN FLIP

Give the wrong answer on purpose in Brain Flip! Train your brain to do mind-bending gymnastics and you'll be the winner! Scheduled to ship in July 2017.

FOX FLIPBIL\$11.95



CRAZY OFFICE

Organizing office space is puzzling! Reason your way to the corner office in Crazy Office! Taking into account some simple constraints and correctly interpreting logic queues, players try to prevent chaos from taking over the office by placing the boss, employees, and various office equipment in their right place. 55 gradually evolving challenges allow players to progress at their own pace, moving from beginner to expert troubleshooter among their peers. Scheduled to ship in July 2017.

FOX HUTCRAZY\$24.95



GEOBLOCKS

Part of the Architecto line, use Geoblocks to build and replicate different models in order to enhance your spatial visualization skills. Scheduled to ship in July 2017.

FOX GEOBL\$14.95



HEAD OF MOUSEHOLD

Wise clan leaders know the old saying: "The second mouse gets the cheese!" Now it's time to claim your cheese supremacy in Head of Mousehold! Something cheesy is going on as players lead a mouse clan, striving to outwit the other clan leaders by sending their mice on risky missions. If successful, the mice will bring back a nice piece of smelly cheese for the entire group to enjoy. Sadly, some will fail - at terrible cost! Scheduled to ship in July 2017.

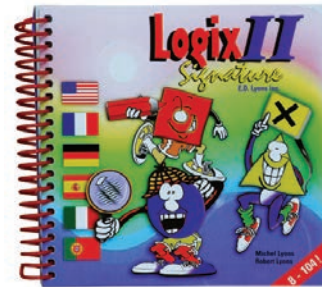
FOX HOMBIL\$19.95



LOGIX 1: SIGNATURE - TRAVEL

In this series of challenging puzzles, players use visual clues to place the nine geometric shapes onto the grid. Scheduled to ship in July 2017.

FOX 100100\$14.95



LOGIX 2: SIGNATURE - TRAVEL

You've been through the Meta-Forms puzzles a hundred times? It's time to move to a higher level with Logix II Signature! Use visual clues to place the nine geometric shapes onto the grid in this series of challenging puzzles. Scheduled to ship in July 2017.

FOX 100200\$14.95



MONSTER BRUNCH

After celebrating into the wee hours of the night, the monsters meet for a casual brunch - but they're all out of wits so early in the morning. How are Franky and his pal Werewolf supposed to chow down on their favorite bat burger, when Witch Wizzy and Medusa are chattering back and forth across the table? The monsters need help! But, who can help them organize themselves in this Monster Brunch? Scheduled to ship in July 2017.

FOX HUTMB\$24.95



MUSEUM HEIST

A world class museum exhibition of precious artworks has arrived in town. Trailing it are seven shady characters determined to get their hands on some of these treasures. The museum's extensive security is no match for their abilities and wits - their only obstacle is their rival's plans and treachery! In Museum Heist, use psychology, bluff, and deceit to uncover the other player's identities and get your hands on the museum's prized paintings! Scheduled to ship in July 2017.

FOX HEISTBIL\$24.95



PERSPECTO

Part of the Architecto line of geometric games! Logical analysis comes into play in Perspecto, as players attempt to reconstruct 3D structures based on 2D horizontal flat views. Scheduled to ship in July 2017.

FOX 310116\$34.95



MANGO TANGO

The toucans are all sitting on one side of the scales. But, where can the newcomers land so that the scales aren't tipped? Scheduled to ship in July 2017.

FOX HUTMANGO\$24.95

TRICKY TRACK

In *Tricky Track*, elephants and cats compete to reach the end of a track of shapes. But, beware of the traps! The dogs will push the cats back, and the mice will scare off the elephants! You'll have to be as sly as a cat and as wise as an elephant to be the first to reach the end of this *Tricky Track*! Scheduled to ship in July 2017.

FOX TT\$19.95



FROSTED GAMES



BRETTSPIEL ADVENT CALENDAR 2017

The Advent Calendar 2017 is arriving but in a smaller box; more friendly for your store shelves! (Approx. 35x38x17cm) The 25th slot is hidden in the back! The great games getting expansions: *51st State* - Portal Games, *A Column of Fire* - Thames & Kosmos, *Alexandria* - Ludicreations, *Cacao* - Z-Man Games, *Chimera Station* - TMG, *Clank!* - Renegade Games, *Cottage Garden* - Stronghold Games, *Flamme Rouge* - Stronghold Games, *Flick Em Up* - Pretzel Games, *Gentes* - Spielworxx, *GLX* - Queen Games, *Guilds of London* - TMG, *Iquaz* - HABA, *Magic Maze* - SitDown Games, *Mistfall* - NSKN, *Mysterium* - Libellud, *No Thanks!* - Mayfair, *Nomads*

- *Ludonaute*, *Rajas of the Ganges* - R&R Games, *Riga* - OSTIA Spiele, *Snowdonia* - Surprised Stare Games, *Splendor* - Space Cowboys, *The Castles of Burgundy* - Alea, *The King's Will* - Blackfire, and *The Lost Expedition* - Osprey Games. Scheduled to ship in October 2017.

FRO ADVENT217PI

GAME SALUTE

ARCHMAGE

Scheduled to ship in April 2018

HPS GSUH2400\$50.00

GAMES WORKSHOP



FEATURED ITEM



TALISMAN

Don your armor and sharpen your sword, a world of adventure awaits! In *Talisman*, the classic fantasy adventure board game, you'll embark on a perilous quest for the legendary Crown of Command. You'll choose the warrior, priest, wizard, or one of eleven other heroes with powers both magical and mighty, and you'll race your opponents through a perilous realm.

To win the game you must journey to the heart of the land's most perilous region to find the Crown of Command, then use its ancient magic to cast a mighty spell to subdue all your rivals. Your travels will be hard and fraught with danger - and it is in overcoming these dangers that the challenge of the game lies. Only by gradually building up your adventurer's powers, gathering valuable allies, and winning potent magical items will you stand a chance of surviving the ultimate test that lies beyond the Portal of Power.

GAW TM01\$59.95



Race across Russia to deliver a message for the Tsar. Avoid the Tatars, tame troubles, and defeat the Count to win. **Michael Strogoff** is a push your luck, card driven game based on the classic novel by Jules Verne.

1-5 12+ 60 min

DEVIR
www.devirgames.com

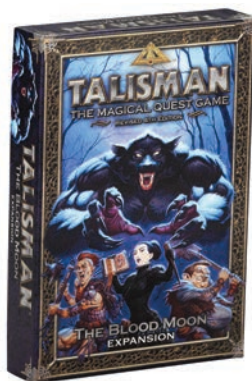


GAMES

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GTM
SEP
2017



TALISMAN: THE BLOOD MOON EXPANSION

Once in a generation, the Blood Moon begins its fell cycle, bathing the realm in a pallid light. Compelled by its sinister presence, the restless dead rise from their graves, vampires hunt for unwary prey, and witches engage in nocturnal rituals. Worse yet, the horrifying Werewolf prowls the night, seeking heroes with whom to share his curse. *The Blood Moon* expansion for *Talisman Revised 4th Edition* comes with 111 new Adventure Cards, 10 new Spell Cards, one Time Card, six Lycanthrope Cards, three Alternative Ending Cards, three new character cards with plastic figures, and the Werewolf, a feral creature that players manipulate against each other.

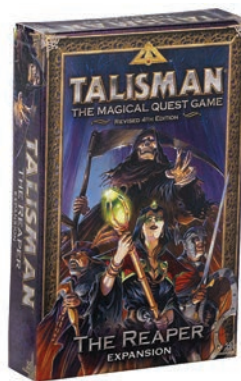
GAW TM04.....\$24.95



TALISMAN: THE DRAGON EXPANSION

The prophecies of the Dragon Cults have come to pass... Three Draconic Lords have returned to their ancestral home in the Firelands, each one claiming dominance over territory and fighting to claim the legendary Crown of Command as his own. For he who claims this mighty artifact shall be crowned Dragon King, and all living things will bow to his tyrannical rule or suffer his rage! A new quest for the Crown of Command has begun, more terrifying and dangerous than ever before! *The Dragon* expansion for *Talisman Revised 4th Edition* adds a dangerous new Inner Region for heroes to conquer, while the Draconic Lords and their legion of dragons are represented in over 300 new cards and tokens, and six brand-new characters are each brought to life with a superbly detailed plastic miniature.

GAW TM03.....\$39.95



TALISMAN: THE REAPER EXPANSION

An unearthly chill creeps through the air. The Wizard stops reading his ancient tome and gazes cautiously over his shoulder. The Warrior feels an unfamiliar fear as he draws his mighty sword. A shadow has fallen across the countryside. Death, himself, wanders the land! Can the heroes fulfill their epic quests with the spectre of the Grim Reaper hounding their every move? *The Reaper* expansion offers *Talisman Revised 4th Edition* players four new character cards (with plastic figures), 90 new Adventure Cards, 26 new Spell Cards, 12 Warlock Quest Cards, and the Grim Reaper, a dark figure that players manipulate against each other.

GAW TM02.....\$24.95



TALISMAN: THE WOODLANDS EXPANSION

For the first time in countless ages, the mystic Woodland has returned to the mortal realm. Among the towering trees and along the twisting trails, wealth and power beyond comprehension can be found. But, there are dangers as well. King Oberon and Queen Titania, ageless beings of fate and magic, will not brook invasion of their realm so lightly. Will you pick sides in the struggle between the monarchs of the fae, or will you strive forward? *The Woodland* expansion for *Talisman Revised 4th Edition* adds a new Region to the game for venturesome heroes to discover. A custom-fitted map board and over 100 new cards bring this magical forest vividly to life, while five brand-new characters, each represented by a superbly detailed plastic miniature, offer fantastic new playing experiences.

GAW TM06.....\$39.95

WARHAMMER 40K

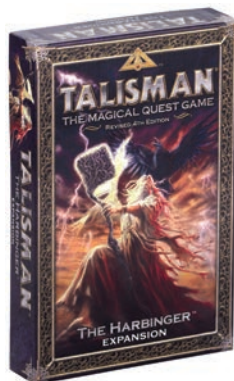
Scheduled to ship in July 2017.



TALISMAN: THE CITY EXPANSION

For the brave travelers seeking the Crown of Command, the City is a place of both great potential and great peril. Wandering the streets, a visitor will find master artisans, affluent merchants, remorseless criminals, and mysterious strangers. Among its grand towers and bustling streets, shops offer armor, weapons, mounts, and more. Enchanted objects, potions, and spells can be found for sale. Mind and body can be strengthened through training, and fortunes can be foretold. For the traveler with some gold to spend, a visit to the City can give him the edge to survive in the most dangerous regions of the land. The opportunities one has within the City's walls may make the difference between life and death in the Valley of Fire! *The City* expansion for *Talisman Revised 4th Edition* adds a new Region to the game for venturesome heroes to discover. A custom-fitted map board and over 100 new cards bring this bustling metropolis vividly to life, while six brand-new characters, each represented by a superbly detailed plastic miniature, offer fantastic new playing experiences.

GAW TM05.....\$39.95



TALISMAN: THE HARBINGER EXPANSION

The End is Nigh! Dark omens herald the end of all things. Fire rains from the sky, the sea swallows the land, demons stalk the world, and the dead rise from their graves. In the midst of these dark time, great heroes are needed to face these dire, new threats and save the world of Talisman from utter annihilation! *The Harbinger* expansion for *Talisman Revised 4th Edition* comes with 75 Harbinger cards, 10 new Spell Cards, 10 Terrain Cards, 32 Omen Cards, two Alternative Ending Cards, three new character cards with plastic figures, and the Harbinger, a mysterious figure warning of the apocalypse to come!

GAW TM07.....\$24.95



GETTING STARTED WITH WARHAMMER 40K

GAW 40-06.....\$8.00



DEATH GUARD PAINT SET

GAW 60-27.....\$15.00

INTERCESSORS PAINT SET

GAW 60-11.....\$35.00

ULTRAMARINE PAINT SET

GAW 60-17.....\$15.00

SPOTLIGHT ON



CODEX SPACE MARINES (HARDCOVER)

The 41st Millennium is an age of war and darkness. The Imperium is assailed from all sides, but standing between civilization and annihilation is a warrior brotherhood. Forged through forgotten science and strengthened by duty and training, they are the Angels of Death – the Space Marines – and they were made for battle. By their heroics does Humanity endure. They are few – there are but a thousand Chapters, numbering a thousand each – yet through bravery, consummate skill, and unceasing dedication, they are sufficient. Space Marines launch thunderbolt strikes into the heart of the foe, battling constantly against overwhelming odds to ensure the continued survival of Mankind itself. This definitive *Warhammer 40,000 Codex* for Space Marines contains rules for Blood Angels, Dark Angels, Space Wolves, and Deathwatch, complete with background, history, and origins, as well as weapons, wargear, heraldries, and color schemes for Codex Space Marine Chapters.

GAW 48-01.....\$50.00



DATACARDS SPACE MARINES
GAW 48-02\$15.00



**EASY TO BUILD DEATH GUARD
PLAGUE MARINES**
GAW 43-30\$15.00



**EASY TO BUILD DEATH
GUARD POXWALKERS**
GAW 43-41\$15.00



**EASY TO BUILD SPACE MARINE
PRIMARIS INTERCESSORS**
GAW 48-65\$15.00



**EASY TO BUILD SPACE MARINE
PRIMARIS REIVERS**
GAW 48-66\$15.00

ESSENTIALS SET
GAW 60-12\$35.00



FIRST STRIKE STARTER SET
GAW 40-04\$40.00



KNOW NO FEAR STARTER SET
GAW 40-03\$80.00



OPEN WAR CARDS
GAW 40-05\$15.00



**SPACE MARINE PRIMARIS
AGGRESSORS**
GAW 48-69\$50.00



**SPACE MARINE
PRIMARIS CAPTAIN**
GAW 48-61\$35.00

Legend of the Five Rings

THE CARD GAME

The Phoenix Clan:
Keepers
of the Elements

L5C01 \$39.95

FANTASYFLIGHTGAMES.COM

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**SPACE MARINE
PRIMARIS LIBRARIAN**
GAW 48-63\$35.00



START COLLECTING! FYRESLAYERS
GAW 70-85\$85.00



**SPACE MARINE PRIMARIS
REDEEMTOR DREADNOUGHT**
GAW 48-77\$65.00



**SPACE MARINE
PRIMARIS REIVERS**
GAW 48-71\$60.00

WARHAMMER AGE OF SIGMAR



**START COLLECTING!
BEASTCLAW RAIDERS**
GAW 70-86\$85.00



**START COLLECTING!
DAEMONS OF SLAANESH**
GAW 70-73\$85.00



PATH TO GLORY
Warbands rise to power in every corner of the Mortal Realms. Mighty warriors and dread sorcerers marshal their forces as they set out to crush all who stand before them. This is *Path to Glory*, where legendary heroes and terrifying enemies are born in bloody battle. In *Path to Glory*, you'll learn how to place yourself in the blood-soaked boots of a powerful warlord, dragging an ever-growing band of fiercely loyal followers into savage combat across the Mortal Realms. Starting with a single champion and a few followers, you'll gradually turn your warband into a rapacious horde of killers edging ever closer to eternal glory.
GAW 80-21\$35.00

WHITE DWARF JULY 2017
GAW WD07\$9.00

GATE KEEPER GAMES



**HALFSIES DICE:
POLYHEDRAL DICE SET (7)**
Scheduled to ship in September 2017.
DAVINCI IMP GKG590\$11.95
EARTH ELEMENTAL IMP GKG536\$11.95
FIRE & DICE IMP GKG534\$11.95
GAMMA IMP GKG525\$11.95
JOKER IMP GKG552\$11.95
MOTHER EARTH IMP GKG523\$11.95
PHOENIX IMP GKG544\$11.95
QUEEN'S IMP GKG550\$11.95
ROSE IMP GKG512\$11.95
SKY CURRENT IMP GKG533\$11.95
SPIDER-DICE IMP GKG531\$11.95
SUPERDICE IMP GKG513\$11.95
YIN YANG GOLD IMP GKG578\$11.95

GOLDEN EGG GAMES

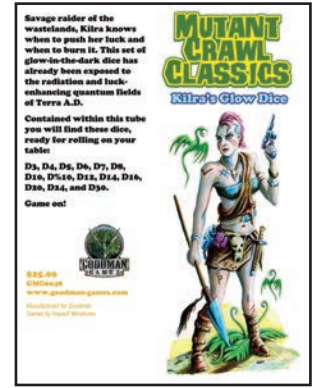


**AIRLINES: GOLDEN
AGE OF AVIATION**
In the late 1950's, the commercial aviation market entered a golden age. As the industry boomed, new airliners filled the sky and made the world seem very small. In *Airlines*, players run a fledgling airline company, striving to become the most prestigious at the end of the game. Scheduled to ship in September 2017.
GEG 1007\$59.90

GOODMAN GAMES



**FIFTH EDITION FANTASY: #11 THE
ARCHMAGE'S LOST HIDEAWAY**
The archmage Deldrammon disappeared decades ago, and his tower has since crumbled to ruin. Yet, whispered rumors persist about an extradimensional lair where he conducted his most dire experiments. Such a place could hold magical secrets and eldritch danger - if it exists. The sudden appearance of a fiendish creature near the ruins of the archmage's tower indicates that the rumors may be true. Dare the adventurers seek the archmage's lost hideaway? *The Archmage's Lost Hideaway* is a *Fifth Edition Adventure* for Level 7 characters. Scheduled to ship in September 2017.
IMP GMG5511\$9.99



**MUTANT CRAWL CLASSICS:
KILRA'S GLOW DICE**
Savage raider of the wastelands, Kilra knows when to push her luck - and when to burn it! This set of glow-in-the-dark dice has already been exposed to the radiation and luck-enhancing quantum fields of Terra A.D. Scheduled to ship in September 2017.
IMP GMG6048\$24.99



**ADVENTURER'S ALMANAC
(RPG SYSTEM NEUTRAL)**
An entire year's worth of adventure awaits you inside the pages of *The Adventurer's Almanac*, packed with magical items, interesting personalities, strange festivals, and dangerous sites to explore, all presented in a system-neutral format suitable for any fantasy campaign. *The Adventurer's Almanac* also includes a fantastical calendar to bring structure to your game seasons, loaded with more than 300 adventure seeds and a complete astrological system that gives characters personality traits, interesting benefits, and troublesome disadvantages to contend with.
IMP GMG4373\$24.99



**MUTANT CRAWL CLASSICS:
GRAKK'S RAD DICE**
Seasoned veteran of many a melee, Grakk knows how to bring the maximum pain to any hand-to-hand battle. This set of radioactive green dice has been blessed by the War Als themselves to ensure maximum damage when rolled in any combat on Terra A.D. Scheduled to ship in September 2017.
IMP GMG6047\$24.99



**SENTINELS OF THE MULTIVERSE:
5TH ANNIVERSARY FOIL
VILLAIN COLLECTION**

The 5th Anniversary Foil Villain Collection is a box full of *Sentinels of the Multiverse* villain character cards, including several variants, all in foil and with new art!
GTG SOTM-5FVC\$29.95



**SENTINELS OF THE MULTIVERSE:
STUNTMAN**

GTG SOTM-STNT\$4.95



**SENTINELS OF THE
MULTIVERSE: OBLIVAEON**

The heroes of Earth and beyond have fought against the effects of an unknown cosmic power for time immemorial - and prevailed. However, other realities and timelines have not been so fortunate. This entity's sole purpose is to encroach upon the Multiverse and collapse all into a singularity which will self-implode, leaving naught but OblivAeon, the true heir to nothingness! Now, OblivAeon has manifested on Earth in this timeline to put an end to the pitiful resistance. One way or another, the Multiverse ends here! The final, climactic expansion to *Sentinels of the Multiverse*, *OblivAeon* features five familiar heroes serving as the last line of defense for the Multiverse, with a "Mission" deck full of quests the heroes embark on to gain allies and tools to aid them in the conflict, decks for Scions, Aeon Men, and OblivAeon, plus two environment decks and a comic book.

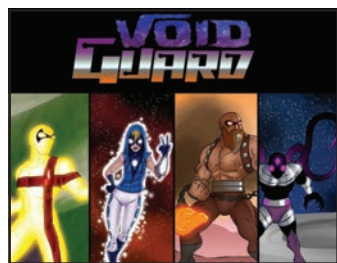
GTG SOTM-OLV\$39.95



**SENTINELS OF THE MULTIVERSE:
ULTIMATE COLLECTOR'S CASE**

Now you can hold the entire Multiverse in a single storage case! Featuring interior trays for tokens and rulebooks, and drawers for oversized cards, hero character cards and variants, villain decks, and hero decks, the *Sentinels of the Multiverse Ultimate Collector's Case* comes packed with a promo card, a token sheet, and storage dividers.

GTG SOTM-CASE.....\$59.95



**SENTINELS OF THE MULTIVERSE:
VOID GUARD**

Void Guard features a box set of four *Sentinels of the Multiverse* heroes (Doctor Medico, Mainstay, The Idealist, and Writhe), complete with character cards and decks.

GTG SOTM-VOID\$19.95

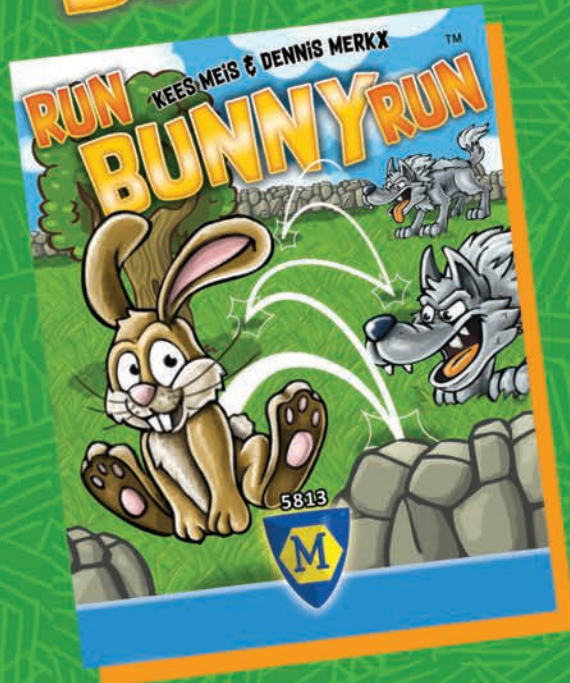


**SENTINELS OF THE MULTIVERSE:
COMPLETE HERO VARIANT COLLECTION**

Featuring amazing, new alternate art by Adam Rebottaro, the *Complete Hero Variant Collection* contains EVERY hero variant card ever created for *Sentinels of the Multiverse*.

GTG SOTM-VARC.....\$19.95

RUN BUNNY RUN



IN THIS CARD GAME, WOLVES
MUST WORK TOGETHER
TO CATCH ONE AGILE BUNNY
WHO ONLY WANTS TO GET
BACK TO HIS COMFY DEN!



2-5



10



8+

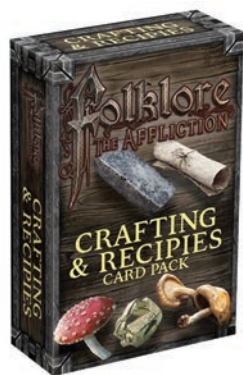


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GREENBRIER GAMES

FOLKLORE: THE AFFLICTION - CRAFTING & RECIPES

Crafting & Recipes adds crafting recipes and new items to *Folklore: The Affliction*, allowing players to create augmentations and unique items. Scheduled to ship in November 2017.

PSI GNEFL04.....\$11.95

HIT POINT SALES

THE DUTCH EAST INDIES COINS UPGRADE PACK (30)

Scheduled to ship in October 2017.
HPS KEG00204C.....\$10.77

THE DUTCH EAST INDIES CRATES UPGRADE PACK (60)

Scheduled to ship in October 2017.
HPS KEG00205C.....\$10.77

THE DUTCH EAST INDIES SHIPS UPGRADE PACK (10)

Scheduled to ship in October 2017.
HPS KEG00204S.....\$10.77

THE DUTCH EAST INDIES STANDARD GAME

Scheduled to ship in October 2017.
HPS KEG00201.....\$23.97

IDW GAMES

**ORPHAN BLACK: CLONE CLUB**

Do you own your genetic code, or are you the property of a shadowy corporation? The secrets to your past are locked away in your DNA. Unravel your genes faster than your sister clones or risk becoming a lab rat. Study your genetic code in order to understand your origin and liberate your future in *Clone Club*, a fast-paced, tactical card game based on BBC's critically acclaimed series *Orphan Black*.

IDW 01294.....\$24.99

**PLANET OF THE APES GAME**

Can you survive the horrors of the *Planet of the Apes*? IDW Games, Twentieth Century Fox, and Richard Launius (*Arkham Horror*) invite you to test your mettle against a savage and unfamiliar world. *Planet of the Apes* can be tackled solo or by up to four players working together, with each player representing a different personality aspect of stranded astronaut Colonel George Taylor. With gameplay that will truly test your abilities to strategize and work together, you must overcome the challenges of this classic science fiction adventure. It's a race against time, ferocious enemies, and the unsettling mystery of the *Planet of the Apes*!

IDW 01279.....\$59.99

**TEENAGE MUTANT NINJA TURTLES: SHOWDOWN BEBOP & ROCKSTEADY MADNESS**

TMNT Showdown: Bebop & Rocksteady Madness! places the Turtles in their most precarious situation yet! This tile-laying, smash 'em up has players racing to the finish as either the Turtles or two of their deadliest foes, Bebop and Rocksteady. The Turtles will have to use their intimate knowledge of the sewers in a quest to save their friends, while out-maneuvering the threat that's hot on their heels. Making a wrong turn could spell doom for the Turtles

and their friends, or they may team-up in order to overcome Bebop and Rocksteady. Plan, Place, Move, Attack, and Rescue your way to victory in *TMNT Showdown: Bebop & Rocksteady Madness!*

IDW 01273.....\$29.99

IELLO

**HEROES OF NORMANDIE: COMPENDIUM**

This *Compendium* collects all the core and alternate rules to play *Heroes of Normandie*, gathered together in a durable slipcase designed to hold game aids and the scenario sheets of *Civilians Under Fire*. Scheduled to ship in August 2017.

IEL 98971.....\$49.99

**HEROES OF NORMANDIE: GAZETTE**

This quarterly *Gazette* includes new rules, new scenarios, and an exclusive punch board filled with equipment, options, and surprises for use with *Heroes of Normandie*. Scheduled to ship in August 2017.

#6 IEL 58064.....\$14.99

#7 IEL 58065.....\$19.99

**HEROES OF NORMANDIE: GE AIRBORNE**

This expansion for *Heroes of Normandie* allows you to personalize your army with new Order tokens and dice, as well as new Action cards to power up your army. Requires the *Heroes of Normandie* base game, *Army Box UK*, and *Pegasus Bridge* expansion to play. Scheduled to ship in August 2017.

IEL 58404.....\$14.99

HEROES OF NORMANDIE: SHADOWS OVER NORMANDIE - CTHULHU MYTHOS CALL 2

Packed with creatures from the deep - and new ways to battle them - this *Cthulhu Mythos* pack for *Shadows Over Normandie* introduces new cultists, characters, books, and monstrosities. Scheduled to ship in August 2017.

IEL 58314.....\$19.99

**HEROES OF NORMANDIE: SHADOWS OVER NORMANDIE - DESERT WRATH**

Follow the adventures of the Section M and accompany Captain Harris Badger and Corporal Akhee Singh in their fight against the Black Sun in search of the legendary city of Irem in this Scenario Pack for *Shadows Over Normandie* that takes you into the sweltering heat and sands of Egypt. *Desert Wrath* introduces a new faction, Section M, plus new units for the Black Sun, new spells and magic items, new heroes and the Bedouins as new allies, and two new scenarios. Scheduled to ship in August 2017.

IEL 58312.....\$54.99

**HEROES OF NORMANDIE: UK 7TH ARMORED DIVISION**

Expand your army with this new blister pack. Comes with four punchboards. Scheduled to ship in August 2017.

IEL 58063.....\$19.99

**HEROES OF NORMANDIE**

This expansion for *Heroes of Normandie* allows you to personalize your army with new Order tokens and dice, as well as new Action cards to power up your army. Requires the *Heroes of Normandie* base game and *Sainte-Mere Eglise* expansion to play. Scheduled to ship in August 2017.

UK AIRBORNE

IEL 58405.....\$14.99

US AIRBORNE

IEL 58403.....\$14.99



KING OF TOKYO: HALLOWEEN 2017 EDITION

Put on your best costume and join the horrible Boogie Woogie and the fiery Pumpkin Jack to celebrate Halloween in fear and good spirits with the 2017 Halloween Edition of King of Tokyo! Who will reign over Tokyo after this night full of tricks and treats? Scheduled to ship in August 2017.

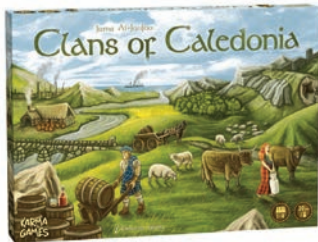
IEL 51418.....\$19.99

KING OF TOKYO: NEW YORK KING KONG MONSTER PACK

This entry in Monster Pack range for King of Tokyo and King of New York unleashes King Kong into the monster mayhem! Scheduled to ship in October 2017.

IEL 51421.....\$9.99

KARMA GAMES



CLANS OF CALEDONIA

Whisky, Trade, and Glory! During the 19th Century, Scotland made the transition from an agricultural to an industrialized country that heavily relied on trade and export. In the following years, food production increased significantly to feed the population growth. Linen was increasingly substituted by the cheaper cotton and raising sheep was given high importance. More and more distilleries were founded and whisky became the premium alcoholic beverage in Europe. In Clans of Caledonia, players represent historic clans competing to produce, trade, and export agricultural goods and, of course, whisky! Scheduled to ship in October 2017.

IMP KMA200.....\$59.00

KIDS TABLE BOARDGAMES



FOODFIGHTERS: PB&J FACTION EXPANSION

Meet the PB&J Faction! This classic lunchtime combo brings smooth and crunchy twists to your Foodfighters game play. Scheduled to ship in September 2017.

IMP KTG1004.....\$8.00



FOODFIGHTERS: PROBLEM PICNIC FACTION EXPANSION

Meet the Problem Picnic Faction! They've survived the attack of the ants and are ready to mix it up in the Foodfighters kitchen! Scheduled to ship in September 2017.

IMP KTG1005.....\$8.00

KOBOLD PRESS



5TH EDITION: COURTS OF THE SHADOW FEY

Friends or Foes? In this game of shifting dangers, the Shadow Fey arrive and turn the city upside down - and their ambassador demands that the adventurers explain themselves for interfering in a legitimate assassination! So begins the looking-glass adventure that takes 8th to 10th level adventurers to the Realm of Shadows in Courts of the Shadow Fey. This inventive take on courtly combat and sandbox roleplaying includes a more than 60-location map of the Courts, fully detailed with 100+ NPCs, more than 40 combat and roleplaying encounters, and dozens of new monsters, plus demon lovers and dangerous liaisons for those who seek them, jealous rivals, a quick-play dueling system, and the King and Queen of Shadows. Scheduled to ship in October 2017.

PZO KOBSCF5E.....\$24.99



5TH EDITION: STREETS OF ZOBECK

What happens when adventurers become the owners of a brothel? When a roguish associate asks them to attend an oligarch's party in his place? What lurks in the Cartways besides kobolds? And what will you say when another thief tells you the only way to find a treasure is to become hunted by the Praetors? Rooted in the seedy underbelly of the Free City of Zobeck, Streets of Zobeck presents a series of dark and daring adventures for 5th Edition.

PZO KOBZO5E.....\$19.99

Legend of the Five Rings

THE CARD GAME



GAMES

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47

KONAMI DIGITAL
ENTERTAINMENT

SPOTLIGHT ON!



YU-GI-OH! TCG: CIRCUIT

BREAK BOOSTER DISPLAY (24)

Marionettes! Mad Scientists! Vengeful Spirits! Memorable Monsters Reborn! Marionettes returning to walk the earth and terrifying new Link Monsters like 3000 ATK Dragonare are just the beginning of what you'll find lurking in *Circuit Break*! And, what's that chill crawling up your spine? *Circuit Break* is infested by a strain of insectoid Mekkstrosities that emulate the human nervous system! Plus, famous monsters from history like Sacred Phoenix of Nephthys return in powerful and unpredictable phantasmal forms, while new cards and Deck themes from the latest Yu-Gi-Oh! series, Yu-Gi-Oh! VRAINS, introduce powerful, new options for Duelists. This 100-card expansion for the Yu-Gi-Oh! Trading Card Game is offered in 9-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83442 \$95.76

SPOTLIGHT ON!

YU-GI-OH! TCG: LEGENDARY
DRAGON DECKS CASE (15)

Cyber Dragons! Dimensional Dragons! Legendary Dragons of Atlantis! Very few monsters are as popular and instantly recognizable as dragons! Be they magical, mechanical, or multi-dimensional, dragons capture the hearts and minds of Duelists everywhere as they decimate their opponents on the Dueling field. Craft your Dueling legend with *Legendary Dragon Decks* for the Yu-Gi-Oh! Trading Card Game, packed with two 40-card Decks with 11-card Extra Decks, and a 41-card Deck with a 10-card Extra Deck featuring variant art of Odd-Eyes Pendulum Dragon, Dark Rebellion Xyz Dragon, Clear Wing Synchro Dragon, and Starving Venom Fusion Dragon. Offered in 15-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83471 \$449.85

LEGION SUPPLIES

THE PRINCESS BRIDE:
30TH ANNIVERSARY

Scheduled to ship in October 2017.

AS YOU WISH CARD SLEEVES

LGN MATPB305 PI

BOO, BOO, BOO CARD SLEEVES

LGN MATPB304 PI

DOUBLE DECK BOX

LGN BOXPB30 PI

EXERCISE CARD SLEEVES

LGN MATPB301 PI

INCONCEIVABLE CARD SLEEVES

LGN MATPB302 PI

MIRACLE CARD SLEEVES

LGN MATPB306 PI

PLAYMAT

LGN PLMPB30 PI

PREPARE TO DIE CARD SLEEVES

LGN MATPB303 PI

LOONEY LABS



JUST DESSERTS:

JUST COFFEE EXPANSION

Just Desserts, the hit game of serving sweets, amps up the energy with ten new caffeinated cards! *Just Coffee* features six new edibles, from Tiramisu to Chocolate Covered Espresso Beans, and four new customers including the shaky but very enthusiastic Mr. Jitters.

LOO 075 \$5.00

MANTIC
ENTERTAINMENT

KINGS OF WAR

Scheduled to ship in July 2017.



40MM MOVEMENT TRAY PACK

MGE MGKWM08 \$17.99



50MM MOVEMENT TRAY PACK

MGE MGKWM07 \$17.99



ABYSSAL DWARF ARMY

MGE MGKWK110 \$84.99



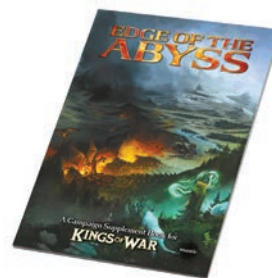
ABYSSAL DWARF MEGA ARMY

MGE MGKWK111 \$149.99



ARTEFACT/SPELL CARDS

MGE MGKWM09 \$12.99

EDGE OF THE ABYSS -
SUMMER CAMPAIGN BOOK

Change the face of Mantica in *Edge of the Abyss*, a global campaign that brings brand-new heroes and units to your games of *Kings of War*.

MGE MGKW12 \$19.99



EMPIRE OF DUST MEGA ARMY

MGE MGKWT111 \$149.99



FORCES OF NATURE MEGA ARMY

MGE MGKWN111 \$149.99

FORCES OF NATURE
SALAMANDER ARTAKI,
GEKKOTAH CLUTCH WARDEN

MGE MGKWS201 \$12.99

FORCES OF THE ABYSS MAU
TI-BU-SU, ABYSSAL TEMPTRESS

MGE MGKWA201 \$12.99

MAGNILDE, VARANGUR
DEMON HUNTER

MGE MGKWW201 \$12.99



ORC ARMY

MGE MGKWO110 \$84.99



ORC MEGA ARMY
MGE MGKWO111\$149.99



**THE BATTLE OF THE GLADES TWO
PLAYER BATTLE SET**
MGE MGKWM110\$79.99



TREE HERDER
MGE MGKWE402\$49.99



**TRIDENT REALM ECKTER,
PLACODERM DEFENDER**
MGE MGKWR205\$12.99



**UNDEAD JARVIS, OPHIDIAN
NECROMANCER**
MGE MGKWU201\$12.99

**UNDEAD VAMPIRE ON
UNDEAD PEGASUS**
MGE MGKWU202\$29.99

STAR SAGA

Scheduled to ship in November 2017.

CORPORATION MINION BOOSTER
MGE MGSS301\$24.99

DICE BOOSTER
MGE MGSS302\$12.99

NEXUS ACRYLIC COUNTER SET
MGE MGSS307\$19.99

NEXUS SCREEN
MGE MGSS306\$19.99

PLAYER ACRYLIC COUNTER SET
MGE MGSS303\$19.99

THE EIRAS CONTRACT (CORE SET)
MGE MGSS101\$84.99

TERRAINCRATE

Scheduled to ship in November 2017.

STARSHIP DOORS
MGE MGSS305\$19.99

STARSHIP SCENERY
MGE MGSS304\$29.99

THE WALKING DEAD:

ALL OUT WAR

Scheduled to ship in July 2017.



**DELUXE GAMING MAT -
GREENE FARM**
MGE MGWD206\$34.99



ALL OUT WAR EZEKIEL BOOSTER
MGE MGWD113\$19.99



**ALL OUT WAR JULIE &
CHRIS BOOSTER**
MGE MGWD112\$19.99



ALL OUT WAR MAGGIE BOOSTER
MGE MGWD111\$19.99

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ALL CREATURES BIG AND SMALL

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It's all about animals! Specialize in animal husbandry to obtain the most animals. Build stables and fence in pastures for your animals while expanding your farm with feed troughs and special buildings.

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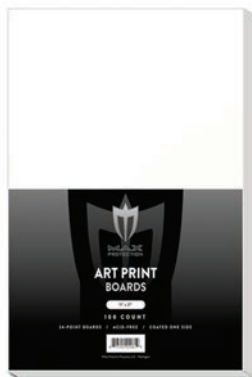
GAMES

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MAX PROTECTION



ART PRINT BACKER BOARDS 11" X 17" (100)

Scheduled to ship in August 2017.
MAX MX-BB11X17 PI



ART PRINT TOPLOADERS 11" X 17" (10)

Scheduled to ship in August 2017.
MAX MX-TL11X17 PI



ART PRINT BAGS 11" X 17" - RESEALABLE (100)

Scheduled to ship in August 2017.
MAX MX-BAG11X17R PI

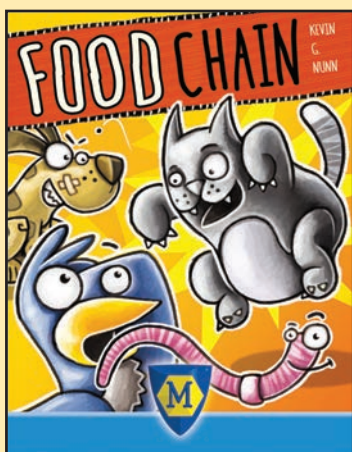


RESEALABLE TEAM BAGS (100)

Scheduled to ship in August 2017.
MAX Z3021 PI

MAYFAIR GAMES

FEATURED ITEM

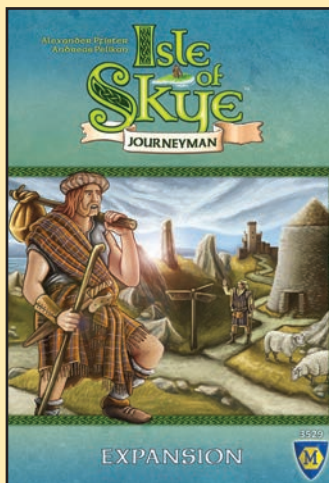


FOOD CHAIN

An exciting game of prediction and prey, players in *Food Chain* each have a set of animals: birds, cats, dogs, fleas, and worms. Each turn, they try and guess what the other players are going to reveal, and hope to pick something higher in the 'food chain'. Claim their cards as points if you do, or fall prey to the Food Chain. Scheduled to ship in September 2017.
MFG 5812 \$15.00



FEATURED ITEM



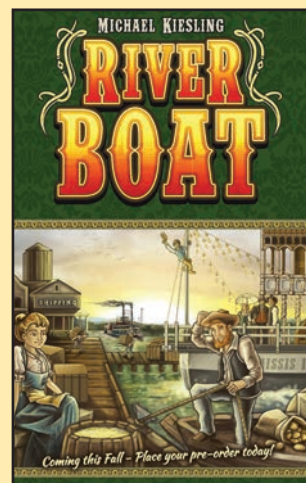
ISLE OF SKYE: JOURNEYMAN EXPANSION

Becoming king is one thing - running the kingdom is another and will require all the help you can get. Mighty warriors to uphold the law and defend the kingdom against threats, cunning merchants to ensure the royal treasury is filled to the brim, and swift heralds to spread the word of Your Excellency in all lands. Preparation is key! Luckily, your most trusted friend agreed to do the dirty work so you can focus on becoming king in the first place... *Journeyman* is the first expansion for *Isle of Skye: From Chieftain to King*. Scheduled to ship in November 2017.

MFG 3529 \$25.00



FEATURED ITEM



RIVERBOAT

Grow your fields and increase your influence in New Orleans to build a business as large and mighty as the Mississippi itself in *Riverboat*! Scheduled to ship in October 2017.
MFG 3526 PI



FEATURED ITEM



RUN BUNNY RUN

One player is the bunny trying to make it to his home, and the rest are hungry wolves! The wolf players move by placing cards that show where their next move will be, and work as a group to corner the rabbit. The rabbit player moves relatively, trying to find a path through the danger and to safety. Will you be the hunter or the hunted? Scheduled to ship in September 2017.

MFG 5813 \$15.00



FEATURED ITEM



O/A COSTA RICA

Welcome to Costa Rica! This land is renowned for its rich diversity of insects and animals, and you are part of several teams exploring and cataloging the wildlife in this rainforest paradise. Will your team of researchers find the most animals and earn the greatest reputation? MFG 4140 \$35.00

MODIPHIUS

CONAN: DELUXE CONQUEROR'S EDITION (SPECIAL EDITION)

Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* takes you into the world of Conan the Barbarian, where heroes raise blood-spattered swords against dire sorcery, exotic lands beckon to the daring, danger and treasure lurks in forgotten ruins, and loathsome creatures haunt the spaces beneath the earth... as well as in the throne-rooms of mighty kingdoms! Seek your fortune in forbidden tombs or upon blood-soaked battlefields. Cast dark and terrible spells of unimaginable power - at the price of your soul! Sail upon untamed seas to lands where no human in living memory has walked. Fight for the fate of civilization - or barbarism - on a savage frontier! Durable and elegant, like your grandmother's Bible or your father's sword, this limited, leather-bound, 'softback' Conqueror's Edition of Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* comes marked with a Phoenix on the Sword design pressed into the leather, with gold-edged paper and a reading ribbon. Scheduled to ship in September 2017.

IMP MUH050373 \$125.00



CONAN: DICE SET

By Crom, you'll roll for your life with this *Player's Dice Set* for Robert E. Howard's *Conan: Adventures in an Age Undreamed Of*! Featuring seven high quality, distinctive dice with custom Conan symbols like the Phoenix, made famous in the story *The Phoenix and the Sword*, this attractive dice set allows you to roll the bones and trust your mighty sword arm for your adventures in the Hyborian age. Scheduled to ship in September 2017.

IMP MUH050554 \$19.99



CONAN: PLAYER'S GUIDE

Create your own legend in the time before history! The *Player's Guide* to Robert E. Howard's *Conan: Adventures in an Age Undreamed Of* takes you into the world of Conan the Barbarian, a place where astonishing heroes battle loathsome monsters, raise swords against dire sorcery, and travel to exotic and unknown lands! Within these covers you'll find all the information you need to create a wide range of characters, whether heroic barbarians, bold rogues, seasoned mercenaries, wise priests, stealthy archers, and hardy nomads. Scheduled to ship in September 2017.

IMP MUH050375 \$18.00

Legend of the Five Rings

THE CARD GAME



The Dragon Clan:
Enigmatic
Philosophers



L5C01 \$39.95

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FREEWAY WARRIOR 1: HIGHWAY HOLOCAUST

America 2033 AD. Eight years ago the terrorist agents of H.A.V.O.C. triggered a nuclear nightmare that devastated the northern hemisphere, its radioactive aftermath claiming all but a few lucky survivors. Patiently, in scattered colonies deep underground, these survivors have been waiting for the earth to heal itself, waiting for the day when they could walk once more upon the surface of their shattered world. That day has come... but the real battle for survival has only just begun! In *Highway Holocaust*, the first choose-your-own-adventure-gamebook in Joe Dever's post-apocalyptic series *Freeway Warrior*, you are Cal Phoenix, the Freeway Warrior, champion and protector of Dallas Colony One. A murderous gang of H.A.V.O.C. clansmen, led by the psychotic Mad Dog Michigan, are hell bent on destroying your fragile colony as it crosses the wastelands of Texas on the first stage of its life-or-death exodus to the California coast. Scheduled to ship in September 2017.

IMP MUH051170 \$19.99



SPACE 1889: LONDON BRIDGE HAS FALLEN DOWN

Mylark - Mars' oldest city, home to a proud and fading race. But that pride masks a rot festering in the cracks of the city's decay, an underworld teeming with smuggled goods and ancient artifacts sold at the behest of local crime lords to be shipped out along the ancient canals of which the city's founders were pioneers - or so the inhabitants claim. No sane Earthman would enter this pit of iniquity willingly, but who can refuse the request of a grieving noblewoman? Lady Edith Tillington is mourning her husband, a scientist in her Majesty's service, who crashed in the desert onboard an ether flyer called London Bridge. She's now in need of bold, Mars-proven adventurers willing to help her recover the remains of her late husband. Scheduled to ship in September 2017.

IMP MUH051059 \$9.99

SPACE 1889: MARVELS OF MARS

Expand *Space 1889*'s atmosphere by including herds of grazing eegars, a lens beetle lamp, or a tasty krolrik dish with all six legs still attached. Confront your players with challenging combat encounters with a teshuwaan, a dust kraken, or even the legendary white ape. Alternatively, add some flavor to your game by having the adventurers participate in a gashant race or ambush them with a Deimos crawler - the deadliest weapon of the Worm Cult. This sourcebook for *Space 1889* contains descriptions and stats for more than sixty creatures of Mars. Scheduled to ship in September 2017.

IMP MUH051056 \$19.99



STAR TREK ADVENTURES RPG

Scheduled to ship in September 2017.

SPOTLIGHT ON



STAR TREK ADVENTURES RPG: CORE RULEBOOK

Welcome to your new assignment, Captain. Your continuing mission, to explore strange new worlds, seek out new life and new civilizations, to boldly go where no one has gone before... *Star Trek Adventures* takes you to the final frontier of the Galaxy - and beyond - where new discoveries await keen explorers of Starfleet. Your duties may take you to the edges of known space and Federation colonies in need, to the borders of neighboring galactic powers or into the eye of interstellar phenomena. Your ship and your crew epitomize the best Starfleet and the United Federation of Planets has to offer, and you're needed more than ever. It's a volatile time for the Federation and new crews have never been in higher demand. Introducing a complete 2d20 game system for creating your own *Star Trek* stories of discovery and

adventure on the final frontier, the *Star Trek Adventures Core Rulebook* features an extensive exploration of the United Federation of Planets and its galactic neighbors in the Alpha, Beta, and Gamma Quadrants, a full catalogue of aliens and antagonists including Klingons, Romulans, Cardassians, the Borg, and the Dominion, and personal logs and intercepted communications by Starfleet Intelligence that provide a new perspective on *Star Trek* and the current events sweeping the galaxy. Scheduled to ship in September 2017.

IMP MUH051060 \$57.99



BORG CUBE COLLECTOR'S EDITION BOX

Resistance is Futile! This *Limited Edition Borg Cube Boxed Set* for the *Star Trek Adventures* roleplaying game features the 1701-D Edition of the *Star Trek Adventures Core Rulebook*, plus four sets of miniatures, three dice sets, an exclusive "Borg" Edition Gamesmaster Screen, a poster map of the Alpha and Beta Quadrants, Momentum and Threat game tokens, a pad of character sheets, and a foam tray for storage of the miniatures. Each *Limited Edition Borg Cube* will be uniquely numbered with an official *Star Trek Adventures* hologram.

IMP MUH051078 \$429.00



COMMAND RED DICE SET

IMP MUH051072 \$22.99



CORE RULEBOOK COLLECTOR'S EDITION

IMP MUH051061 \$76.99



GM SCREEN

IMP MUH051077 \$37.99



KLINGON WARBAND MINIS BOX SET

IMP MUH051080 \$49.99



NEXT GENERATION MINIS BOX SET

IMP MUH051079 \$49.99



NEXT GENERATION STARFLEET DECK TILES

IMP MUH051076 \$37.99



OPERATIONS GOLD DICE SET

IMP MUH051073 \$22.99



ORIGINAL SERIES MINIS BOX SET

IMP MUH051084 \$49.99



**ROMULAN STRIKE TEAM
MINIS BOX SET**
IMP MUH051081\$49.99



SCIENCES BLUE DICE SET
IMP MUH051074\$22.99

MONTE COOK GAMES



CYPHER SYSTEM RPG: UNMASKED HARDCOVER

Masks offer power - or is it madness? When you follow a strange compulsion to create a mask, you become - someone else. Someone with abilities and strengths the world has never seen, and an agenda that may not be your own. And there are others, with their own agendas. In *Unmasked*, a Cypher System superhero setting infused with psychological horror, young, disaffected, and possibly disturbed individuals are compelled to don masks that grant amazing abilities. But what's the story behind the story? Scheduled to ship in October 2017.

PSI MCG105\$44.99

MR. B GAMES



AVIATION TYCOON

In *Aviation Tycoon*, players take on the role of an Airline Investor looking to cash in on the booming Aviation Market. Scheduled to ship in October 2017.

MIB 1023\$59.99

NAUVOO GAMES



CROSSTALK

The Party Game of Subtle Conversation, players in *CrossTalk* race to guess secret Keywords. Can you slip clues past your opponents and interpret their subtle hints?

NVG 011\$35.00

NINJA DIVISION GAMES



THE AGENTS

The Agents is a tactical, turn-based card game of spies, secrets, and subterfuge. Using agents of different skills and talents, players compete to connect factions of agents, complete missions, and emerge with the most intelligence points. Turn agents, flip cards, and fulfill missions, all while watching out that your opponents don't ruin your plans by furthering theirs.

NJD 411101\$34.99

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NORTH STAR GAMES

**BLURBLE**

Get the word out in *Blurble*, the hilarious party game involving something we do every day: Talk! Race to be the first player to say a word that starts with the same letter as the image on a card. The more races you win, the more points you get. Just be careful not to trip on your tongue as you try to get the word out! Scheduled to ship in September 2017.

NSG 700\$19.99

HAPPY SALMON - BLUE

Happy Salmon is the simple, fast-paced card game packed to the gills with high-fivin', fin-flappin' fun. Actions including the classic 'High 5', the unifying 'Pound It', the frantic 'Switcheroo', and the delightful 'Happy Salmon' will leave players doubled over in laughter! Scheduled to ship in September 2017.

NSG 601\$14.99



OSPREY PUBLISHING

**ALLIED JET KILLERS OF WORLD WAR 2**

Allied fighter pilots began encountering German jets - principally the outstanding Me 262 fighter - from the autumn of 1944. Stunned by the aircraft's speed and rate of climb, it took USAAF and RAF units time to work out how to combat this deadly threat as the Luftwaffe targeted the medium and heavy bombers attacking targets across the Reich. The exploits of both famous and little-known pilots is chronicled in this volume, detailing how they pushed their P-47s, P-51s, Spitfires, and Tempests to the limits of their performance in order to down the Luftwaffe's 'wonder weapons'. Scheduled to ship in November 2017.

OSP ACE136\$23.00

**ARMIES OF THE GREEK-ITALIAN WAR 1940-41**

In October and November 1940 an Italian army some 200,000 strong invaded Greece across the largely undefended Albanian border. Although supported by Great Britain, at first by sea and in the air and later by landing British and ANZAC troops from North Africa, Greece bore the main burden of the six-month war. Complete with contemporary photographs and full-color uniform plates, this fascinating study explores the history, organization, and appearance of the armies of this oft forgotten conflict during World War II. Scheduled to ship in November 2017.

OSP MAA514\$18.00

**B-29 SUPERFORTRESS VS KI-44 TOJO: PACIFIC THEATER 1944-45**

By the time the Americans began their aerial bombardment of Japan in 1944, both the JAAF and UNAF were spent forces. What the Japanese did have, though, was the Ki-44 'Tojo'. Armed with two 40mm cannon, it was the most heavily armed and feared single-seat fighter to see action against the new American bomber, the B-29 Superfortress. Illustrated with full-color artwork, this study examines why the Ki-44 was unable to break up bomber formations conventionally during the Pacific War, and how its ramming tactics, while terrifying, graphically revealed Japan's inability to stop the B-29. Scheduled to ship in October 2017.

OSP DUE082\$20.00

**BELL X-2**

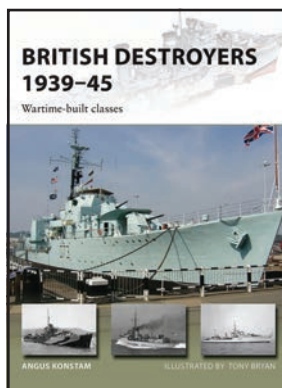
Even before the spectacular success of its X-1 rocket-powered aircraft in breaking the 'sound barrier', the adventurous Bell Aircraft Corporation was already pushing ahead with a parallel project to build a second aircraft capable of far higher speeds. The X-2 (or Model 52) explored the equally uncertain technology of swept-back wings. Now common in modern conventional fighter aircraft, the Bell X-2 was revolutionary in using this type of airframe to probe Mach 3 and research the effects of extreme aerodynamic friction heat on airframes. Using stunning artwork and historical photographs, this is the story of the plane that ultimately made the Lockheed Blackbird and Concorde possible. Scheduled to ship in November 2017.

OSP XPL006\$20.00

**BOLT ACTION: CAMPAIGN: THE ROAD TO BERLIN**

As the Allies advance towards Germany, they face dogged resistance from the hard-pressed German forces. Take command of the Allies in their final push to end the war in Europe, or hold fast as the German defenders as the fight is brought to your door in *The Road to Berlin*, a Campaign Book introducing new linked scenarios, rules, troop types, and Theatre Selectors for use with *Bolt Action 2nd Edition*. Scheduled to ship in November 2017.

OSP BTC022\$30.00

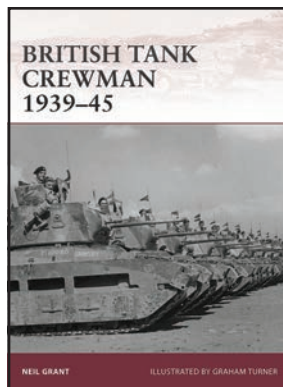
**BRITISH DESTROYERS 1939-45**

Wartime-built classes

BRITISH DESTROYERS 1939-45: WARTIME-BUILT CLASSES

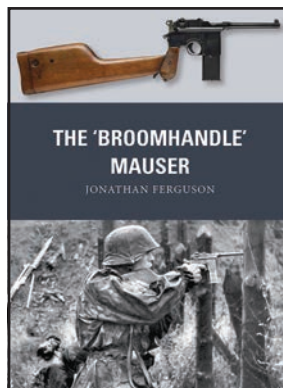
As the possibility of war loomed in the 1930s, the British Admiralty looked to update their fleet of destroyers to compete with the new ships being built by Germany and Japan, resulting in the commissioning of the powerful Tribal-class. Using a collection of contemporary photographs and beautiful color artwork, this is a fascinating new study of the ships that formed the backbone of the Royal Navy during World War II. Scheduled to ship in November 2017.

OSP NVG253\$18.00

**BRITISH TANK CREWMAN 1939-45**

Great Britain had introduced the tank to the world during World War I, and maintained its lead in armored warfare with the 'Experimental Mechanized Force' during the late 1920s, watched with interest by German advocates of Blitzkrieg. Despite these successes, the Experimental Mechanized Force was disbanded in the 1930s, making Britain relatively unprepared for World War II, both in terms of armored doctrine and equipment. This fully illustrated new study examines the men who crewed the tanks of Britain's armored force during World War II. It looks at the recruitment and training of the vast number of men required, and their equipment, appearance, and combat experience in every theater of the war as the British armored division sought to catch up with the German Panzers. Scheduled to ship in November 2017.

OSP WAR183\$19.00

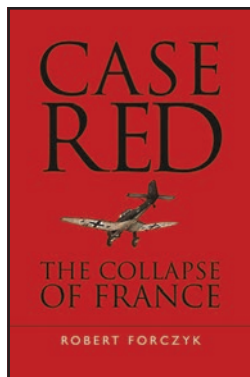
**THE 'BROOMHANDLE' MAUSER**

JONATHAN FERGUSON

BROOMHANDLE MAUSER

At a time when most handguns were limited to six rounds, the ten-shot Mauser caught the attention of the world for its unprecedented firepower and formidable high-velocity 7.6325mm cartridge. This saw its ultimate expression in the first-ever select-fire handgun - the 'Schnellfeuer' machine pistol, fed by a detachable magazine and offering both full-automatic and single-shot modes. Widely purchased commercially, it was carried by none other than Winston Churchill in the Sudan and South Africa, became prized by the Irish Republican Army and Soviet revolutionaries, and even armed Han Solo in the *Star Wars* movies. Scheduled to ship in October 2017.

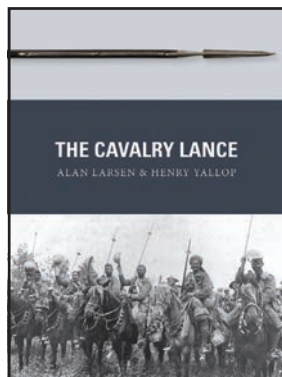
OSP WEAP058\$20.00



CASE RED: THE COLLAPSE OF FRANCE

Although the story of the German Fall Gelb offensive against France, Belgium, and Holland in May 1940 is well known, most accounts tend to stop with the conclusion of the evacuation of the British Expeditionary Force (BEF) from Dunkirk on June 4, 1940. The German operation that actually conquered metropolitan France, Fall Rot (Case Red), is usually glossed over in brief. The drama of the final three weeks of military operations in France in June 1940 has never effectively been captured on paper, but this is a story that needs to be told since it had great impact on the course of World War II and inter-Allied relations. This book will also address the initial German exploitation of France and how the windfall of captured military equipment, fuel, and industrial resources enhanced the Third Reich's ability to attack its next foe - the Soviet Union. Scheduled to ship in November 2017.

OSP GM264\$30.00



CAVALRY LANCE

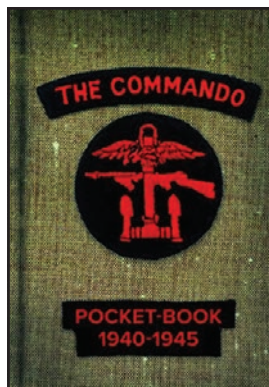
The development of cavalry firearms and the widespread disappearance of armor from the European battlefield saw a decline in the use of the cavalry lance in early modern warfare. However, by 1800, the lance, much changed from its medieval predecessors in both form and function, was back. Featuring specially commissioned artwork and drawing upon a variety of sources, this is the engaging story of the cavalry lance at war during the 19th and 20th centuries, from Waterloo to the Somme. Scheduled to ship in November 2017.

OSP WEAP059\$20.00

DUTCH ARMIES OF THE 80 YEARS' WAR 1568-1648 (2): CAVALRY, ARTILLERY AND ENGINEERS

Throughout the 16th Century, the Spanish had an aura of invincibility. They controlled a vast colonial empire that stretched across the Americas and the Pacific, and held considerable territories in Europe, centering on the so-called 'Spanish Road.' The Dutch War of Independence (also known as the 80 Years' War) was a major challenge to their dominance. This second in a two-part series on the Dutch armies of the 80 Years' War focuses on the cavalry, artillery, and engineers of the evolving armies created by Maurice of Nassau. Scheduled to ship in September 2017.

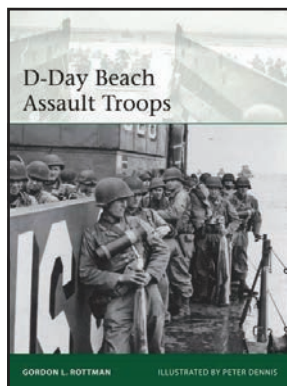
OSP MAA513\$18.00



COMMANDO POCKET MANUAL: 1940-1945

The Commandos were created by Winston Churchill in 1940 as a 'butcher and bolt' raiding unit to destroy vital targets in German occupied Europe. Recruits for this 'special service' were all volunteers, drawn from the British Army, and later, from the Royal Marines and other Allied armies. This pocketbook draws on authentic training manuals, lecture notes, course literature, and other material from the commando schools to give a real insight into this highly specialized fighting unit. Scheduled to ship in August 2017.

OSP PKT011\$14.00



D-DAY BEACH ASSAULT TROOPS

In the early hours of June 6, 1944, the first of over 150,000 Allied soldiers stormed five beaches in Normandy against fierce German resistance. They were specially trained and task-organized in a range of different landing teams depending on their means of transport, their tasks, and the resistance they anticipated. This is an in-depth study of the uniforms, equipment, weapons, passage, landings, and tactics of US, British, and Canadian assault units, during the period from before H-Hour on June 6 to dawn on June 7. Scheduled to ship in September 2017.

OSP EU219\$19.00



Legend of the Five Rings

THE CARD GAME

The Crane Clan: The Pinnacle of Beauty

L5C01 \$39.95

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EUROPEAN COUNTER-TERRORIST UNITS 1972-2017

The Munich Olympics massacre in 1972 was a shock awakening to the public. In the decades since, European countries have faced a wide range of threats from Palestinian and home-grown terrorists, to the more recent world-wide jihadists. This book traces the evolution of police (and associated military) counter-terrorist forces across Europe over the past 45 years. Using specially commissioned artwork and contemporary photographs, it details their organization, missions, specialist equipment, and their growing cross-border cooperation. Scheduled to ship in October 2017.

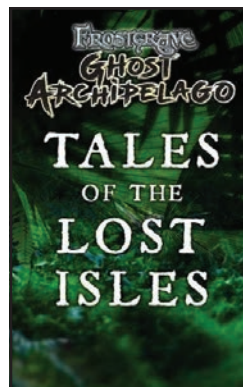
OSP ELI220\$19.00



FROSTGRAVE: GHOST ARCHIPELAGO - ACCESSORY PACK: CARDS, SPELL CARDS AND BLOOD BURN DIE

This accessory pack for *Frostgrave: Ghost Archipelago* contains 30 Heritor Ability cards and 30 Warden Spell cards, allowing players to have all of their characters abilities laid out in front of them during a campaign. The pack also includes an exclusive 'Blood Burn Die' which aids in keeping track of a Heritor's blood burn level throughout the game. Scheduled to ship in October 2017.

OSP FGVA004\$20.00



FROSTGRAVE: GHOST ARCHIPELAGO - TALES OF THE LOST ISLES

Tales of the Lost Isles features an anthology of all-new stories set in the *Ghost Archipelago*. Scheduled to ship in September 2017.

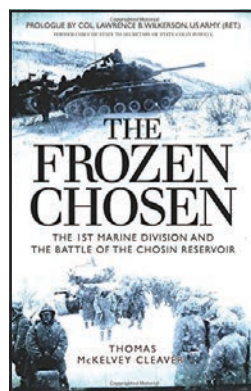
OSP FGV002.....\$8.99



GERMAN SOLDIER VS SOVIET SOLDIER: STALINGRAD 1942-43

By the end of the first week of November 1942, the German Sixth Army held about 90-percent of Stalingrad. Yet the Soviets stubbornly held on to the remaining parts of the city, and German casualties started to reach catastrophic levels. In an attempt to break the deadlock, Hitler decided to send additional German pioneer battalions to act as an urban warfare spearhead. Facing them were hardened Soviet troops who had perfected the use of urban camouflage, concealed and interlocking firing positions, close quarters battle, and sniper support. This fully illustrated book explores the tactics and effectiveness of these opposing troops during this period, focusing particularly on the brutal close-quarters fight over the Krasnaya Barrikady (Red Barricades) ordnance factory. Scheduled to ship in October 2017.

OSP CBT028\$20.00



FROZEN CHOSEN: THE 1ST MARINE DIVISION AND THE BATTLE OF THE CHOSIN RESERVOIR

The Frozen Chosen is an account of the breakout from the Chosin Reservoir in North Korea by the 1st Marine Division from November to December 1950, following the intervention of Red China in the Korean War. Fought during the worst blizzard in a century, it is considered by the United States Marine Corps to be the Corps' finest hour. Based on first-person interviews from surviving veterans who came to be known as the 'Frozen Chosen', this is the incredible story of heroism and bravery in the face of overwhelming odds, as a handful of Marines fought desperately against wave after wave of Chinese forces. Scheduled to ship in October 2017.

OSP GM265\$15.00



HINDENBURG LINE 1918: HAIG'S FORGOTTEN TRIUMPH

From September 26 until October 6, 1918, the Allied armies in France, led by British army commander Sir Douglas Haig, launched their biggest ever combined offensive on the Western Front of World War I. Two million troops of the British, French, American, and Belgian Armies launched four attacks in rapid succession across a 250km front between the Argonne and Flanders. This huge assault drove the German Army from its last fully prepared defensive position west of the German border and ensured that the War ended in 1918. Scheduled to ship in October 2017.

OSP CAM315\$24.00



GASLANDS: POST APOCALYPTIC VEHICULAR COMBAT

Shoot, ram, skid, and loot your way through the ruins of civilization with *Gaslands*, a tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. In *Gaslands*, players control small fleets of armed vehicles in battles for resources, dominance, and survival. With rules for multiple vehicle types (from motorbikes to big rigs), varied special weapons and accessories (including oil slicks, caltrops, and nitro boosters), and a host of options for scenarios, environmental conditions, crew, and campaigns, players can tailor games to match their own visions for an anarchic future. Scheduled to ship in October 2017.

OSP OWG022\$19.00

SPOTLIGHT ON



FROSTGRAVE: GHOST ARCHIPELAGO - FANTASY WARGAMES IN THE LOST ISLES

The *Ghost Archipelago* has returned! A vast island chain, covered in the ruins of ancient civilizations, the *Archipelago* appears every few centuries far out in the southern ocean. At such times, pirates, adventurers, wizards, and legendary heroes all descend upon the islands in the hopes of finding lost treasures and powerful artifacts. A few, drawn by the blood of their ancestors, search for the fabled Crystal Pool, whose waters grant abilities far beyond those of normal men. It is only the bravest, however, who venture into the islands, for they are filled with numerous deadly threats. Cannibal tribes, sorcerous snake-men, and poisonous water-beasts all inhabit the island ruins, guarding their

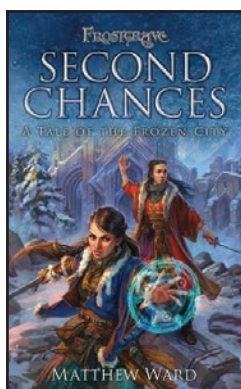
treasure hordes and setting traps for the unwary. Set in the world of *Frostgrave*, players in *Ghost Archipelago - Fantasy Wargames in the Lost Isles* take on the role of Heritors, mighty warriors whose ancestors drank from the Crystal Pool. These Heritors lead their small, handpicked teams of spellcasters, rogues, and treasure hunters into the ever-shifting labyrinth of the *Ghost Archipelago*. *Ghost Archipelago* includes 30 spells drawn from five schools of magic, a host of soldier types, challenging scenarios, treasure tables, and a full bestiary of the most common creatures that inhabit the *Ghost Archipelago*. Scheduled to ship in September 2017.

OSP FGV001\$30.00

FROSTGRAVE: SECOND CHANCES - A TALE OF THE FROZEN CITY

Time is running out for Yelen and Mirika Semova. Although the sisters have gained a reputation for success among the explorers of the Frozen City, their lives are haunted by a curse that hangs over Yelen. The more she uses her magic, the closer the demon Azzanar comes to claiming her, body and soul! When the sisters recover a strange artifact, dark truths are revealed, old alliances are broken, and the sisters are separated. Each sister is faced with terrible choices. Who will they turn to for help, and what price will they pay to get it? Scheduled to ship in November 2017.

OSP FGV008\$8.99





JAGDGECHWADER 1 OESAU ACES 1939-45

Formed shortly after the outbreak of World War II, and equipped with Messerschmitt Bf 109Es, Jagdgeschwader 1 was initially tasked to defend the regional North Sea and Baltic coastal areas and Germany's main port cities and naval bases. Packed with photographs, profile artwork, and revealing first-hand accounts, this is the compelling story of the Luftwaffe fighter pilots who battled to defend the skies of Germany. Scheduled to ship in November 2017.

OSP ACE134.....\$23.00



M113 APC 1960-75: US, ARVN AND AUSTRALIAN VARIANTS IN VIETNAM

The M113 is the most widely used and versatile armored vehicle in the world. Fielded in 1960 as a simple battlefield taxi, over 80,000 M113s would see service with 50 nations around the world and 55 years later, many thousands are still in use. This new fully illustrated study examines the service record of the M113 from its initial fielding through the end of the Vietnam War. It also describes the many US, South Vietnamese, and Australian variants of the M113 used in the Vietnam War, as well as information on tactics, unit tables of organization and equipment, and a selection of engagements in which the M113 played a decisive role. Scheduled to ship in November 2017.

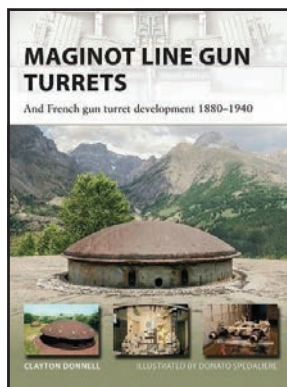
OSP NVG252.....\$18.00



KONFLIKT '47: RESURGENCE

The first supplement for the Konflikt '47 Weird World War II Wargames Rules, Resurgence presents a range of new material, including a new army list (Japanese), plus new units, characters, and background of the world of Konflikt '47. Scheduled to ship in October 2017.

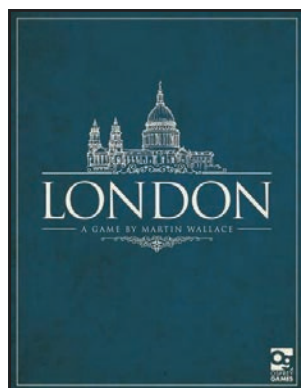
OSP BTC021.....\$30.00



MAGINOT LINE GUN TURRETS: AND FRENCH GUN TURRET DEVELOPMENT 1880-1940

The Maginot Line was one of the most advanced networks of fortifications in history. Built in the aftermath of World War I, and stretching along the French eastern border from Belgium to Switzerland, it was designed to prevent German troops from ever setting foot on French soil again. Its primary defensive weapons were the gun turrets. This fully illustrated study examines the technical details of the French artillery turrets. Scheduled to ship in September 2017.

OSP NVG250.....\$18.00



LONDON: SECOND EDITION

From acclaimed designer Martin Wallace comes *London: Second Edition*. After the devastation of The Great Fire, many competing developers wanted to see their vision for the city realized. Will you combat poverty and increase employment,

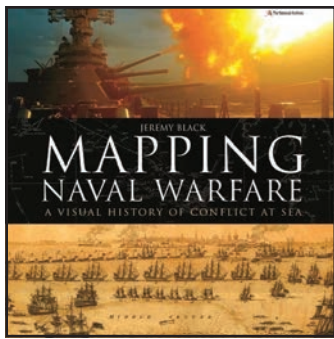
building iconic monuments as a testament to your ingenuity, or simply make the trains run on time? Grow your city through the decades, as you vie to become an icon of London. Scheduled to ship in October 2017.

OSP GAM016.....\$55.00

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...or nice?**

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MAPPING NAVAL WARFARE: A VISUAL HISTORY OF CONFLICT AT SEA

Naval operations and warfare were (and remain) a key element for mapping. This beautiful book looks at a series of key conflicts from the sixteenth century to the present day and explains how they were represented through mapping and how the maps produced helped naval commanders to plan their strategy. Conflicts covered include the the American Revolution, Spanish Armada, the Napoleonic Wars, the First and Second World Wars, and the Korean and Vietnam Wars. Scheduled to ship in October 2017.

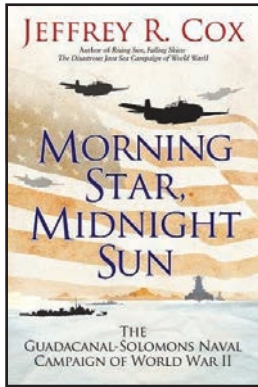
OSP GM294\$45.00



MIG-21 ACES OF THE VIETNAM WAR

Having learned their trade on the subsonic MiG-17, pilots of the Vietnamese People's Air Force (VPAF) received their first examples of the legendary MiG-21 supersonic fighter in 1966. Soon thrown into combat over North Vietnam, the guided-missile equipped MiG-21 proved a deadly opponent for the US Air Force, US Navy, and US Marine Corps crews striking at targets deep in communist territory. Fully illustrated with wartime photographs and detailed color artwork plates, and including enthralling combat reports, this book examines the many variants of the MiG-21 that fought in the conflict, the schemes they wore, and the pilots that flew them. Scheduled to ship in September 2017.

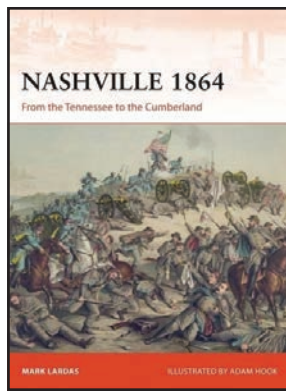
OSP ACE135.....\$23.00



MORNING STAR, MIDNIGHT SUN: THE GUADALCANAL-SOLOMONS NAVAL CAMPAIGN OF WORLD WAR II

Following the disastrous Java Sea campaign, the Allies went on the offensive in the Pacific in a desperate attempt to halt the Japanese forces that were rampaging across the region. With the conquest of Australia a very real possibility, the stakes were high. Their target: the Japanese-held Solomon Islands, in particular the southern island of Guadalcanal. Following on from his hugely successful book *Rising Sun, Falling Skies*, Jeffrey Cox tells the gripping story of the first Allied offensive of the Pacific War, as the Allies sought to prevent Japan from cutting off Australia and regaining dominance in the Pacific. Scheduled to ship in September 2017.

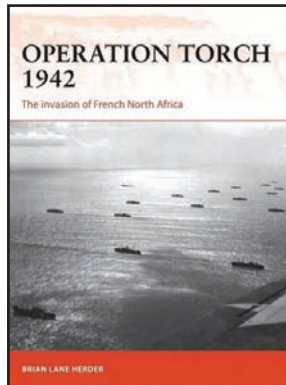
OSP GM258\$35.00



NASHVILLE 1864: FROM THE TENNESSEE TO THE CUMBERLAND

In September 1864, the Confederate army abandoned Atlanta and were on the verge of being driven out of the critical state of Tennessee. In an attempt to regain the initiative, John Bell Hood launched an attack on Union General Sherman's supply lines, before pushing north in an attempt to retake Tennessee's capital - Nashville. This fully illustrated book examines the three-month campaign that followed, one that confounded the expectations of both sides. Scheduled to ship in October 2017.

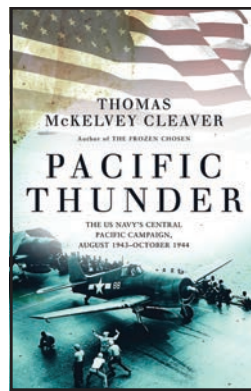
OSP CAM314\$24.00



OPERATION TORCH 1942: THE INVASION OF FRENCH NORTH AFRICA

Following the raid on Pearl Harbor and the entry of the United States into World War II, President Franklin D. Roosevelt identified the European theatre as his country's priority. Their first joint operation with the British was an amphibious invasion of French North Africa, designed to relieve pressure on their new Soviet allies, eliminate the threat of the French navy joining the Germans, and to shore up the vulnerability of British imperial possessions and trade routes through the Mediterranean. *Operation Torch* was the largest and most complex amphibious invasion of its time. Scheduled to ship in September 2017.

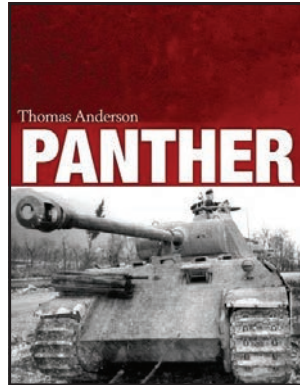
OSP CAM312\$24.00



PACIFIC THUNDER: THE US NAVY'S CENTRAL PACIFIC CAMPAIGN, AUGUST 1943-OCTOBER 1944

The fourteen months of the Central Pacific Campaign constitute the most successful naval campaign ever undertaken and *Pacific Thunder* will put all elements of this campaign into historical context. Scheduled to ship in November 2017.

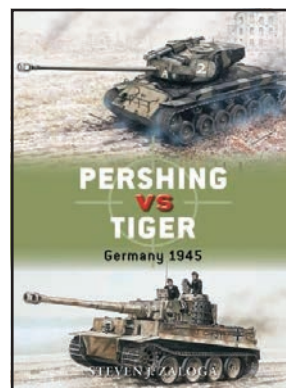
OSP GM253\$35.00



PANTHER

The German Panther is one of the most famous, and greatest, tanks of World War II. Often considered the most elegant tank design of the war, it embodied a balance of firepower, armor protection, and mobility unmatched by any other tank of the period. This new study by German armor expert Thomas Anderson draws upon original German archival material to tell the story of the birth of the Panther in response to the Soviet tanks encountered in 1941. Illustrated throughout with rare photographs and drawings, many of which have never been published in English, this book serves as a unique history of one of the most famous tanks of World War II. Scheduled to ship in September 2017.

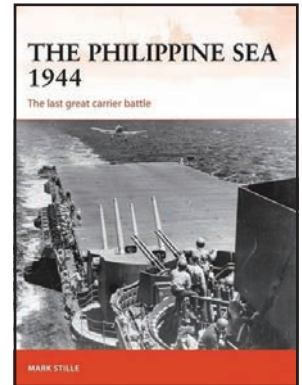
OSP GM259\$30.00



PERSHING VS TIGER: GERMANY 1945

During the final battles on World War II's Western Front, the legendary German Tiger I heavy tank clashed with the brand-new M26 Pershing fielded by the United States. Featuring full-color artwork, carefully chosen photographs, and specially commissioned maps, this is the story of the first US heavy tanks in combat with the fearsome Tiger I during the last months of World War II in Europe. Scheduled to ship in September 2017.

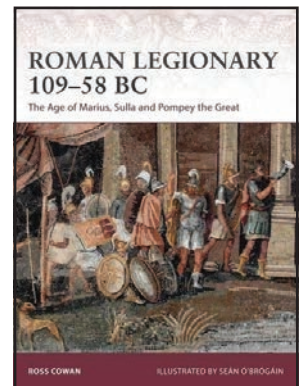
OSP DUE080.....\$20.00



PHILIPPINE SEA 1944: THE LAST GREAT CARRIER BATTLE

After suffering devastating losses in the huge naval battles at Midway and the Solomon Islands, the Imperial Japanese navy attempted to counter-attack against the US forces threatening the Home Islands. Involving the US Fifth Fleet and the Japanese Mobile Fleet, the battle of the Philippine Sea took place during the United States' amphibious invasion of the Mariana Islands during the Pacific War. Fully illustrated with stunning, specially commissioned artwork, Mark Stille tells the enthralling story of the last, and largest, carrier battle of the Pacific War, the one that saw the end of the Imperial Japanese Navy as a formed fighting force. Scheduled to ship in September 2017.

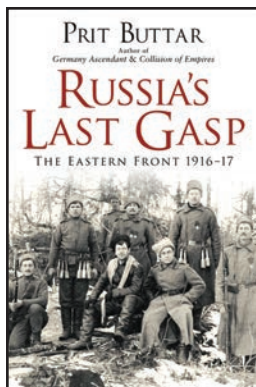
OSP CAM313\$24.00



ROMAN LEGIONARY 109-58 BC: THE AGE OF MARIUS, SULLA AND POMPEY THE GREAT

The Roman centurion, holding the legionaries steady before the barbarian horde and then leading them forward to victory, was the heroic exemplar of the Roman world. This was thanks to the Marian reforms, which saw the centurion, although inferior in military rank and social class, superseding the tribune as the legion's most important officer. This period of reform in the Roman Army is often overlooked, but the invincible armies that Julius Caesar led into Gaul were the refined products of 50 years of military reforms. Using specially commissioned artwork and detailed battle reports, this new study examines the Roman legionary soldier at this crucial time in the history of the Roman Republic - from its domination by Marius and Sulla to the beginning of the rise of Julius Caesar. Scheduled to ship in September 2017.

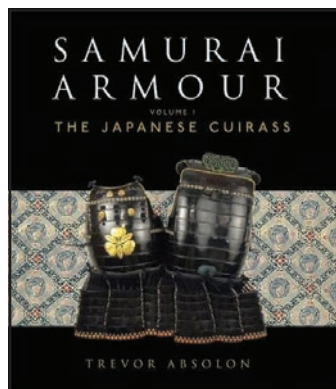
OSP WAR182.....\$19.00



RUSSIA'S LAST GASP: THE EASTERN FRONT 1916-17

In *Russia's Last Gasp*, Prit Buttar looks at one of the bloodiest campaigns launched in the history of warfare - the Brusilov Offensive, sometimes known as the June Advance. With British, French, and German forces locked in a stalemate in the trenches of the Western Front, an attack was launched by the massed Russian armies to the east. The assault was intended to knock Austria-Hungary out of the war and divert German troops from the Western Front, easing the pressure on Russia's allies. Russia's dismal military performance in the preceding years was forgotten, as the Brusilov Offensive was quickly characterized by innovative tactics. Scheduled to ship in September 2017.

OSP GM260\$18.00



SAMURAI ARMOUR: VOLUME I - THE JAPANESE CUIRASS

For beauty, precision, and strength, nothing has ever matched the combination of form and function found in the armor of the samurai. For a samurai, the consummate warrior, his suit of armor was so much more than 'just' protective equipment - it was the embodiment of his personality, social status, and very soul. This volume, the first in a two-part series focusing on the armor of the samurai, traces first the history of the samurai, themselves, then examines the history and evolution of the cuirass (or dou), the armor protecting the samurai's chest. Drawing on over 20 years of research and technical work by Trevor Absolon, a leading expert, this is a complete study of this fundamental aspect of samurai armor construction. Scheduled to ship in October 2017.

OSP GM261\$60.00

SEA DEVIL: THE ADVENTURES OF COUNT FELIX VON LUCKNER THE LAST RAIDER UNDER SAIL

In 1916, a three-masted ship named *Hero* sailed under Norwegian colors out of the Elbe River in Germany. Loaded with cargo and ostensibly bound for Australia, she was in reality a German raider: *the Seeadler*, commanded by German aristocrat Count Felix von Luckner. She was tasked with destroying as many British merchant vessels as possible. Told from the viewpoint of the utterly out-foxed and infuriated British Admiralty trying to capture this mysterious raider, *The Sea Devil* follows von Luckner's extraordinary exploits. Scheduled to ship in September 2017.

OSP GM295\$25.00



SAMURAI GARDENER: THE GAME OF BUSH-EDO

Balancing thoughtfulness and great speed - such is the way of the gardener. You are a samurai, tasked with upholding the honor of your noble lord. Now, you must face your toughest task yet - ensuring he has a more beautiful garden than the other Japanese lords! Move quickly to grab the best cards, but play them thoughtfully to ensure you have the most appealing bushes, paths, and ponds. Race to complete your garden quickly, or plan carefully to go for the big points! Scheduled to ship in September 2017.

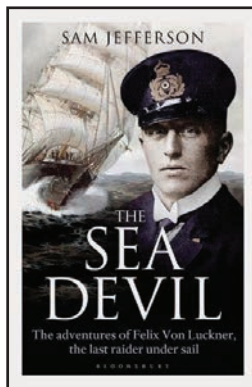
OSP GAM015\$20.00



SAVOIA-MARCHETTI S.79 SPARVIERO BOMBER UNITS

Initially developed by Savoia-Marchetti as a transport, the aircraft had evolved into a dedicated medium bomber by the time the S.79-I made its combat debut in the Spanish Civil War in 1936. During World War 2, it became Italy's most successful bomber, and the most produced, with around 1,370 built between 1936 and early 1944. Scheduled to ship in October 2017.

OSP COM122\$23.00

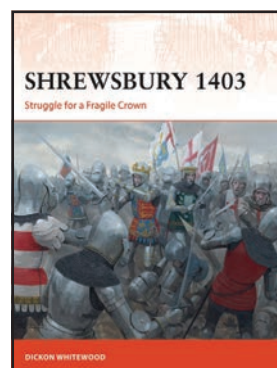




SEA HARRIER FSR 1 VS MIRAGE III/DAGGER: SOUTH ATLANTIC 1982

Following Argentina's military operation to take possession of the Falkland Islands/Islands Malvinas, British Prime Minister Margaret Thatcher's government launched a major naval operation to return them to British rule. Defending the Royal Navy task force were two small squadrons totalling 20 Sea Harriers (SHARs). Initial clashes between SHARs and Argentine Mirages and Daggers on May 1, 1982, failed to eliminate the Sea Harrier defenders. Published 35 years after the end of the conflict, this fully illustrated volume offers a balanced and objective examination of the SHAR and the Argentine Mirage and Dagger aircraft, highlighting the attributes of both and the skills and courage of the pilots flying them. Scheduled to ship in September 2017.

OSP DUE081 \$20.00



SHREWSBURY 1403: STRUGGLE FOR A FRAGILE CROWN

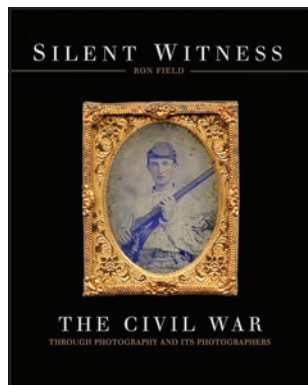
The battle of Shrewsbury in 1403 is one of the most important battles in English history. King Henry IV faced his erstwhile ally Henry Percy Earl of Northumberland in a bloody contest on a field outside the Shropshire town of Shrewsbury, where two English armies, well-matched, and fighting with similar equipment and tactics, struggled in an archery duel in which the arrows 'fell like leaves in Autumn,' before the battle was ultimately decided in close quarter, hand-to-hand combat. With his victory, Henry IV secured the Lancastrian hold on the kingdom and demonstrated the right of his bloodline to the throne. Scheduled to ship in November 2017.

OSP CAM316 \$24.00

SPLINTERED EMPIRES: THE EASTERN FRONT 1917-21

At the beginning of 1917, the three empires fighting on the Eastern Front were reaching their breaking points, but none was closer to Russia. After the February Revolution, Russia's ability to wage war faltered and her last desperate gamble, the Kerensky Offensive, saw the final collapse of her army. Concluding his acclaimed series on the Eastern Front in World War I, Prit Buttar comprehensively details not only these climactic events, but also the 'successor wars' that raged long after the armistice of 1918. Scheduled to ship in September 2017.

OSP GM262 \$30.00



SILENT WITNESS: THE CIVIL WAR THROUGH PHOTOGRAPHY AND ITS PHOTOGRAPHERS

The Civil War changed America forever. It shaped its future and determined its place in history. For the first time in military history, the camera was there to record these seismic events, from innovations in military and naval warfare, to the battles themselves; from commanders at critical moments in the battle, to the ordinary soldier tentatively posing for his first-ever portrait on the eve of battle. Displaying many rare images unearthed by the author, an acclaimed Civil War historian, this beautiful volume explores how the camera bore witness to the dramatic events of the Civil War. Scheduled to ship in October 2017.

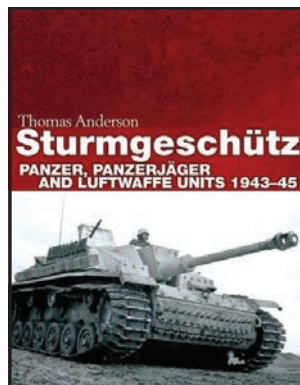
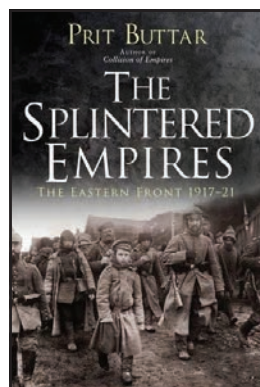
OSP GM269 \$35.00



SOVIET PARATROOPER VS MUJAHIDEEN FIGHTER: AFGHANISTAN 1979-89

Featuring specially commissioned artwork, this absorbing study examines the origins, combat role, and battlefield performance of the Soviet Union's paratroopers and their Mujahideen adversaries during the long and bloody Soviet involvement in Afghanistan during the 1980s. Scheduled to ship in November 2017.

OSP CBT029 \$20.00



TIGER

One of the most feared weapons of World War II, the Tiger tank was a beast of a machine which dominated the battlefields of Europe with its astonishing size, speed, and firepower. It continues to fascinate more than 70 years after it was first designed, and a comprehensive, illustrated history such as this is long overdue. Revealing its design and development history, Thomas Anderson draws upon original German archival material to tell the story of the birth of the Tiger. Illustrated throughout with rare photographs and drawings, this is a unique history of what is easily the most famous tank ever produced. Scheduled to ship in September 2017.

OSP GM263 \$21.00



TSR2: BRITAIN'S LOST COLD WAR STRIKE JET

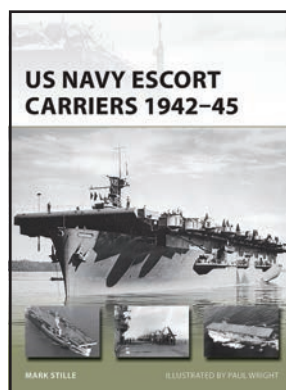
The TSR2 is one of the greatest 'what-if' aircraft of the Cold War, whose cancellation still generates anger and controversy among aviation fans. It was a magnificent, cutting-edge aircraft, one of the most striking of the Cold War, but fell victim to cost overruns, overambitious requirements, and politics. In this book, the eminent air power analyst and ex-Vulcan bomber pilot Andrew Brookes takes a fresh, hard-headed look at the TSR2 project, telling the story of its development, short career, and cancellation, and evaluating how it would have performed in Cold War strike roles as well as in the recent wars in the Middle East. Scheduled to ship in October 2017.

OSP XPL005 \$20.00

US GRENADE LAUNCHERS: M79, M203 AND M320

In an effort to provide the US infantryman with more firepower to cover the range gap between the hand grenade and the light mortar, the 40mm M79 grenade launcher - a shoulder-fired, single-shot weapon - entered service with US forces in 1961. Reliable, easy to use, and lethally effective, the M79 soon became an iconic symbol of the Vietnam War and had a profound influence on small-unit tactics. Scheduled to ship in September 2017.

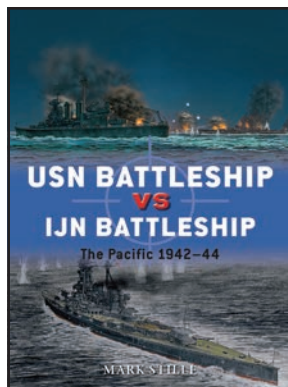
OSP WEAP057 \$20.00



US NAVY ESCORT CARRIERS 1942-45

While not as famous as their larger and faster sister ships such as the Essex - and Yorktown - class carriers, escort carriers made an enormous contribution towards Allied victory both in the Pacific and Atlantic theaters. Fully illustrated with contemporary photographs and unique, specially commissioned artwork, this book shines a new light on these unjustly overlooked workhorses of the US Navy - ships that helped usher in the Allied victory over the Axis powers in the Atlantic and Pacific. Scheduled to ship in October 2017.

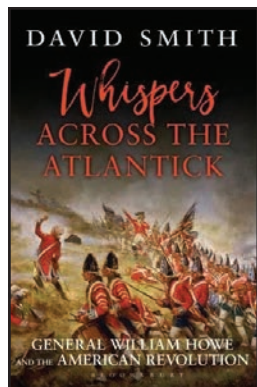
OSP NVG251 \$18.00



USN BATTLESHIP VS IJN BATTLESHIP: THE PACIFIC 1942-44

In the build-up to World War II, both the United States and Japan believed their battleships would play a central role in battle. But after the Pacific War began in December 1941, the role of the battleship proved to be much more limited than either side expected. There would be only two battleship vs battleship actions in the Pacific in World War II, both of which are assessed in this engaging study. Employing full-color artwork, carefully selected archive photographs, and expert analysis, former US Navy Commander Mark E. Stille examines the two head-to-head clashes between the battleships deployed by the United States and Japan in the struggle for control of the Pacific during World War II. Scheduled to ship in November 2017.

OSP DUE083.....\$20.00



WHISPERS ACROSS THE ATLANTIC: GENERAL WILLIAM HOWE AND THE AMERICAN REVOLUTION

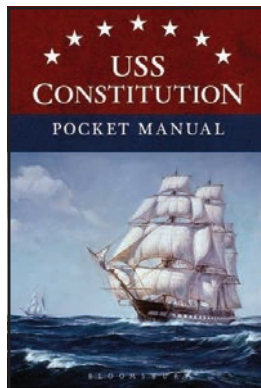
General William Howe was the commander-in-chief of the British forces during the early campaigns of the Revolutionary War (1775-1783). He was an enigma, who appeared on multiple occasions to be on the verge of winning the war for Britain, only to repeatedly fail to deliver the final blow. Howe evoked passionate reactions in the people he worked with; his men loved him, his second-in-command detested him, his enemies feared him, and his political masters despaired of him. This book is the first major work on this inscrutable British general for more than 40 years. Scheduled to ship in September 2017.

OSP GM293.....\$34.00

USS CONSTITUTION POCKET MANUAL

Launched in 1797, the *USS Constitution* is a wooden-hulled, three-masted heavy frigate of the United States Navy. *The Constitution's* first duties with the newly formed US Navy were to provide protection for American merchant shipping during the Quasi-War with France and to defeat the Barbary pirates in the First Barbary War. She is renowned for her actions during the War of 1812 against the Britain, when she captured numerous merchant ships and defeated five British warships: *HMS Guerriere*, *Java*, *Pictou*, *Cyane*, and *Levant*. The battle with *Guerriere* earned her the nickname 'Old Ironsides' and a longstanding public adoration that has repeatedly saved her from scrapping. This book comprises a series of documents and illustrations that give information on the building of the *USS Constitution*, her wartime service history, and life on board ship during the years of her service. Scheduled to ship in September 2017.

OSP GM296.....\$15.00



PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: HELL'S VENGEANCE CHARACTER DECK 2

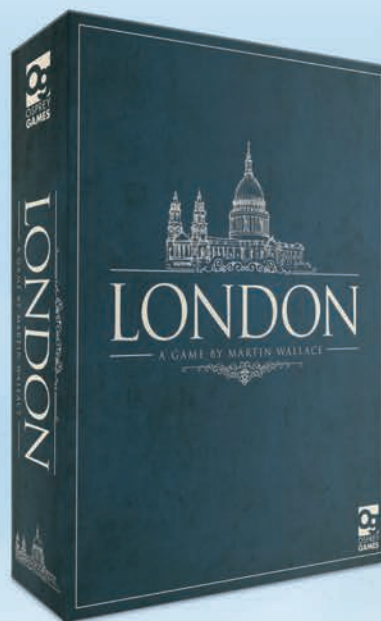
A second helping of evil awaits you in the *Hell's Vengeance Character Deck 2*, featuring 109-cards and three new evil characters for use with the *Pathfinder Adventure Card Game*. Scheduled to ship in November 2017.

PZO 6824.....\$19.99

FROM ACCLAIMED DESIGNER MARTIN WALLACE
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LONDON

SECOND EDITION



After the devastation of the Great Fire, many competing developers want to see their vision for the city realised.

Will you combat poverty and unemployment, build iconic monuments as a testament to your ingenuity, or simply line your pockets through trade?

Grow your city through the decades, as you vie to become a legendary figure in the building of London.

This new edition features revised rules and cards to provide better, more streamlined play, especially for two players.

2-4
PLAYERS

14+
AGES

90
MINUTES
PLAY TIME

DESIGNER: MARTIN WALLACE

ON-SALE: OCTOBER 24, 2017

\$55 US / \$73 CAN / 9781472822222

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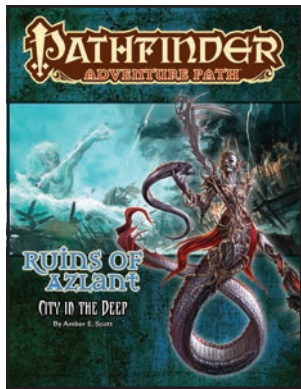
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PATHFINDER RPG: ADVENTURE PATH - RUINS OF AZLANT PART 4 - CITY IN THE DEEP

On the trail of a powerful ancient enemy, the adventurers seek more information in a merfolk city and must carefully maneuver the social currents of the underwater city and unravel dangerous intrigue to get to the bottom of the merfolk's plot and discover where the ancient enemy is headed. Continuing the *Ruins of Azlant Adventure Path*, *City in the Deep* is a *Pathfinder Roleplaying Game* adventure for 10th-level characters. Scheduled to ship in November 2017.

PZO 90124\$24.99



PATHFINDER RPG: CAMPAIGN SETTING - CONSTRUCT BUILDER'S GUIDEBOOK

Unleash the awesome power of golems, clockworks, robots, and other automatons on the *Pathfinder* world with the *Construct Builder's Handbook*! With this guide to the golemcrafter's art you'll learn the secrets of magical creations and new methods for making them more versatile than ever before! Vast suites of variations and modifications mean that no construct need ever be the same, and allow you to customize even the most familiar arcane mastercrafts and bring your creations to the battlefield. Scheduled to ship in November 2017.

PZO 92104\$22.99



PATHFINDER RPG: PAWNS - THE IRONFANG INVASION PAWN COLLECTION

Key monsters and NPCs from the *Ironfang Invasion Adventure Path* come alive on your tabletop with the *Ironfang Invasion Pawn Collection*, featuring more than 100 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn presents a beautiful, full-color image of a monster or NPC from the *Ironfang Invasion* campaign, including hobgoblin soldiers, corrupted fey, fantastic beasts, and dozens of unique pawns. Scheduled to ship in November 2017.

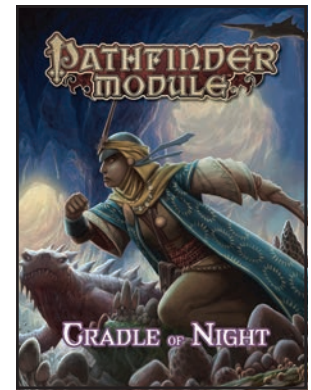
PZO 1028\$24.99



PATHFINDER RPG: FLIP-MAT - SUNKEN CITY

Whether you're exploring a lost continent or hunting aquatic enemies through ancient undersea ruins, *Pathfinder Flip-Mat: Sunken City* has you covered. The two-sides of this *Flip-Mat* display a submerged, archaic city and all of its eerie corners and crannies. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in November 2017.

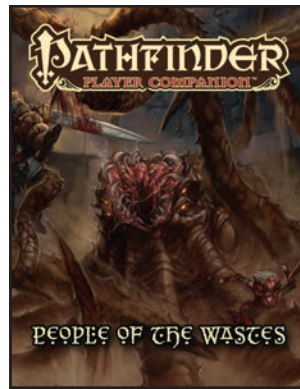
PZO 30087\$14.99



PATHFINDER RPG: MODULE - CRADLE OF NIGHT

The northern tracts of shadow-cloaked Nidal have long been a land of independence and defiance, but when a desperate refugee emerges from the earth's depths, the locals reach out for aid. This mysterious arrival desperately seeks help in saving his people - an ancient race that's become a willing thrall to shadow - before they unleash an unfathomable darkness upon the world. An adventure for 8th-level characters, *Cradle of Night* leads the heroes into the depths of the Darklands, the subterranean wilds of the *Pathfinder* world. There, adventurers must uncover the history of the elusive caligni race and learn one of the greatest mysteries of the Plane of Shadow if they're to have any hope of preventing the rebirth of a shattered god. Scheduled to ship in November 2017.

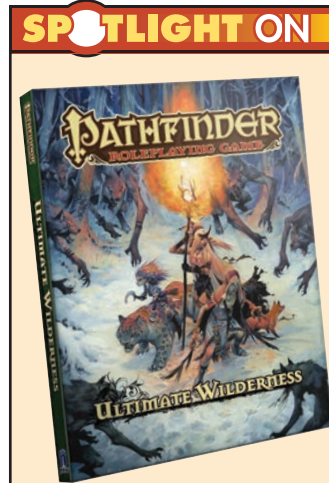
PZO 9554\$24.99



PATHFINDER RPG: PLAYER COMPANION - PEOPLE OF THE WASTES

Magic is irrefutably powerful, but not always entirely reliable. In quarters of the *Pathfinder* world, like the spell-scarred Mana Wastes, invention supplants magic with its potential for wonders. With *Pathfinder Player Companion: People of the Wastes* you'll discover new technological innovations, from guns and explosives to dwarven gadgets and the state-of-the-art marvels of the gunsmithing city of Alkenstar. New archetypes, feats, traits, and other character options also unlock new levels of expertise in marksmanship, but also methods of taping into unpredictable surges of magical might. A whole frontier of danger and invention is yours to claim - if you can survive the wastes! Scheduled to ship in November 2017.

PZO 9486\$14.99



PATHFINDER RPG: ULTIMATE WILDERNESS HARDCOVER

Whether the heroes are climbing the highest mountain in search of a dragon's lair, carving their way through the thickest jungle, or seeking a long-lost holy city covered by desert sands, *Ultimate Wilderness* is an invaluable companion for use with the *Pathfinder Roleplaying Game*. A new 20-level base class, the shifter, puts animalistic powers into the hands - or claws - of player characters and villains alike, with a host of new class features derived from animalistic allegiances, druidic sects and rituals, new spells, archetypes, and character options. Scheduled to ship in November 2017.

PZO 1140\$44.99



STARFINDER RPG: PAWNS - ALIEN ARCHIVE PAWN BOX

The Invasion Begins! The *Alien Archive Pawn Box* presents beautiful, full-color images of alien creatures usable as both foes and player characters, double-sided and printed on sturdy cardstock, perfect for use with the *Starfinder Roleplaying Game* or any tabletop RPG. With multiple pawns for commonly encountered foes and nearly 250 distinct creature images, the *Alien Archive Pawn Box* has exactly what you need to bring the game's most popular monsters to life! Scheduled to ship in November 2017.

PZO 7403\$44.99

PARTY PEOPLE GAMES



DOUBLE PLAY

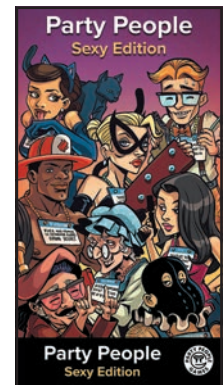
Each 108-card deck is waterproof and works with all *Double Play* and *Double Vision* games. Scheduled to ship in August 2017.

GENIUS OR DRUNK (18+)

PPG 2011\$20.00

GORILLA WARFARE (18+)

PPG 2009\$20.00



PARTY PEOPLE

SEXY EDITION (18+)

This *Sexy Edition* of *Party People* is interchangeable with all *Party People*, *Double Vision*, and *Tossers* games. Scheduled to ship in August 2017.

PPG 3003\$20.00

PARTY PEOPLE HOLIDAY EDITION

This Holiday Edition of Party People is interchangeable with all Party People, Double Vision, and Tossers games. Scheduled to ship in August 2017.

PPG 3001 \$20.00



TOSSERS

Compatible with Double Vision and Party People games, players in Tossers make up tossing rules and toss beads to win. Scheduled to ship in August 2017.

PPG 4001 \$10.00

PELGRANE PRESS

TIMEWATCH RPG: THE VALKYRIE GAMBIT

Face Nazis, dinosaurs, power-crazed Egyptian gods, and, worst of all, yourself in *The Valkyrie Gambit*, featuring a trio of adventures for the TimeWatch Roleplaying Game.

IMP PELGTW05 \$14.95



PLAID HAT GAMES



FEATURED ITEM



SPECTER OPS: CROSSFIRE

In a dystopian future, the war between two rival factions is about to spill into the streets. Rejoin the conflict between Raxxon and A.R.K. in *Crossfire*, a thrilling game of deception and negotiation set in the world of *Specter Ops*. In *Crossfire*, players secretly compete in two teams to either protect or eliminate a Raxxon VIP. You might be an Agent, tasked with defending the VIP from reaching their destination. But there's also Bystanders near the VIP, making it ever harder for Agents and Assassins to know who the

real threats are. Use all your powers of deduction to identify your target and complete your mission at any cost - or get caught in the *Crossfire*! Scheduled to ship in October 2017.

PHG PH2100 \$14.95

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PLAYROOM ENTERTAINMENT



CLAIM TO FAME

Guess the Celebrity's rise to fame in *Claim to Fame*, a fun-and-fact filled party game that combines charades, drawing, and verbal clues in one great, fast-paced competition. Scheduled to ship in September 2017.

UPI 65100..... PI



COSTUME PARTY ASSASSINS

Be the Death of the Party in *Costume Party Assassins*! In this crazy whodunit strategy game, players are all rival assassins that have been invited to the same costume party (faux-pas!). Because of the elaborate costumes, players don't know anyone's identity except their own. Roam the party, mingle, have some punch, and try to assassinate all of your rivals! Be the last assassin partying and you win! Scheduled to ship in October 2017.

UPI 29100..... PI

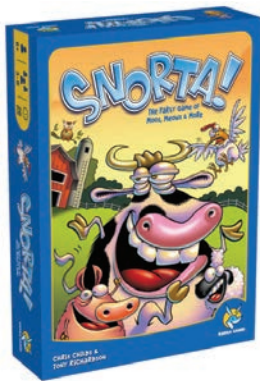


*NOT FINAL - SUBJECT TO LICENSOR APPROVAL

GEEK OUT! BIG BANG THEORY EDITION

Geek Out! is the outrageous game that finds out once and for all which player is the most knowledgeable about your favorite pop culture subjects! You don't have to be a geek (but it helps!) to win this amazing social interaction and bluffing party game of geek lists! Scheduled to ship in August 2017.

UPI 66204..... PI



SNORTA

Oink! Moo! Baa! Woof! *Snorta!* is the party game where everyone is an animal... or at least sounds like one! Get ready for laughter as your friends and family suddenly start sounding like they were born in a barn with these wacky barnyard capers! It's a barnyard battle that will have everyone howling with laughter! Scheduled to ship in September 2017.

UPI 66700..... PI



SPOILER ALERT! VOLUME 1

Can you get your teammate to guess the title without spoiling the story? In *Spoiler Alert!*, the game where spoiling the story won't ruin the fun, each card has a title and a list of Spoiler Words. Each Spoiler Word has a point value, which will be deducted from your score, so be careful what you say! You'll have to be creative to get your teammates to guess as many titles as you can before time runs out! Scheduled to ship in August 2017.

UPI 66500..... PI



UNSPEAKABLE WORDS

In *Unspeakable Words*, based on the literary works of H.P. Lovecraft, use your hand of cards to form words to score, determined by the number of angles in the letters. But, you must be careful, because every misstep could cost you, since you must test the strength of your mind against each word's point value by rolling a 20-sided die. Scheduled to ship in October 2017.

UPI 26100..... PI

POKÉMON USA

POKÉMON TCG: ALOLAN RAICHU FIGURE COLLECTION

Get ready to ride the lightning with the *Alolan Raichu Figure Collection*! Alolan Raichu is a laid-back, surfing Pokémon with some quick attacks, and in this collection you get Alolan Raichu as a playable promo card and a beautifully sculpted figure - both ready to hit the beach and catch some waves! The *Alolan Raichu Figure Collection* for the *Pokémon Trading Card Game* comes with a never-before-seen foil promo card featuring Alolan Raichu, an Alolan Raichu Pokémon figure, four *Pokémon TCG* booster packs, and a code card for the *Pokémon Trading Card Game* Online.

UPI 80316..... PI

POKÉMON TCG: MYSTERIOUS POWERS TIN

Power walks down many roads, and none is more mysterious than the power of *Pokémon-GX*! Choose *Ho-Oh-GX*, *Necrozma-GX*, or *Marshadow-GX* in the *Mysterious Powers Tin* for the *Pokémon Trading Card Game*. Each tin comes with one of three foil *Pokémon-GX* cards (*Ho-Oh-GX*, *Necrozma-GX*, or *Marshadow-GX*), plus four *Pokémon TCG* booster packs and a code card to unlock a playable deck in the *Pokémon Trading Card Game* Online.

UPI 80264..... PI

POKÉMON TCG: SHINING LEGENDS ELITE PIKACHU PIN BOX

A brave heart and a Thunder Wave will take any Pokémon far - and for Pikachu, that persistence is the road to success in battle! Better be quick, though, because this little Lightning-type Pokémon moves pretty fast! This *Shining Legends Pin Collection* for the *Pokémon Trading Card Game* comes with a never-before-seen promo card and collector's pin featuring Pikachu, plus three *Shining Legends* booster packs and a code card for the *Pokémon Trading Card Game* Online.

UPI 80328..... PI

POKÉMON TCG: SHINING LEGENDS ELITE TRAINER BOX

In each region, a handful of Pokémon stand apart as creatures of heroic stories and wild adventures: *Zekrom*, *Latios*, *Mewtwo-GX*, and *Entei-GX*. Others are just whispers and rumors: mysterious Pokémon such as *Keldeo*, *Shining Jirachi*, and *Shining Volcanion*. Collect these astounding Pokémon of myth and legend, and join the *Elite Trainers* with the *Shining Legends Elite Trainer Box*! Each *Shining Legends Elite Trainer Box* for the *Pokémon Trading Card Game* comes with 10 *Shining Legends* booster packs, a never-before-seen foil promo card of *Shining Ho-Oh*, 65 card sleeves featuring *Ho-Oh*, 45 Energy cards, a *Player's Guide* to the *Shining Legends* expansion, six damage-counter dice, a competition legal coin-flip die, and three acrylic condition markers, all packed in a collector's box with four dividers and a code card for the *Pokémon Trading Card Game* Online.

UPI 80319..... PI

POKÉMON TCG: TEAM SKULL PIN COLLECTION

Each *Team Skull Pin Collection* comes with four foil promo cards featuring *Wimpod*, *Golisopod-GX*, *Salandit*, and *Salazelle-GX*, and includes one collector's pin with the *Team Skull* logo, five *Pokémon TCG* booster packs, and a code card for the *Pokémon Trading Card Game* Online.

UPI 80321..... PI

POKÉMON TCG: SHINING LEGENDS MEWTWO PIN BOX

From its earliest days, the *Legendary Pokémon Mewtwo* has always been a formidable foe. Your attacks will be fast and furious when *Mewtwo* starts slinging *Psychic-type* power! The *Shining Legends Pin Collection* for the *Pokémon Trading Card Game* comes with a never-before-seen promo card and collector's pin featuring *Mewtwo*, plus three *Shining Legends* booster packs and a code card for the *Pokémon Trading Card Game* Online.

UPI 80330..... PI



POKÉMON TCG: SHINING LEGENDS SUPER-PREMIUM COLLECTION FEATURING HO-OH

The *Shining Legends Super-Premium Collection Featuring Ho-Oh* includes an amazing sculpted figure of the *Legendary Pokémon Ho-Oh* and full-art rainbow promo card featuring *Ho-Oh-GX*, plus two never-before-seen foil promo cards of *Shining Lugia* and *Shining Celebi*, a foil promo card featuring *Pikachu*, and 10 *Pokémon TCG: Shining Legends* booster packs. Also included is a special booklet with a behind-the-scenes look at the art of *Shining Legends*, a playmat, three collectors boxes with 12 dividers, and a code card for the *Pokémon Trading Card Game* Online.

UPI 80333..... PI

PRIVATEER PRESS



COMPANY OF IRON

Welcome to war on a new scale, where combat is up close, personal, and decisive. Here, battles are fought by just a few worthy warriors in brutal and unforgiving, squad-on-squad skirmishes in which every soldier is a hero and every shot counts! In *Company of Iron*, an exciting, new way to wage war in the world of *Warmachine* and *Hordes*, you'll command a small squad of dedicated warriors and elite champions in a game of fast and furious battlefield action. Increase the combat prowess of your commander with unique upgrade cards and take advantage of powerful battle plan cards for greater tactical options. With this *Company of Iron Starter Box*, you can choose to control the powerful storm technology of *Cygnar's Stormblades* or harness a savage band of *farrow brigands*. Scheduled to ship in October 2017.

PIP 25003 \$74.99

HORDES

Scheduled to ship in October 2017.

GRYMKIN THE WICKED HARVEST TEMPLATE SET

PIP 91148\$11.99



LEGION OF EVERBLIGHT CRAELIX, FANG OF EVERBLIGHT SOLO

PIP 73107\$18.99

IRON KINGDOMS ADVENTURE



WIDOWER'S WOOD

In the dark wilderness of the Iron Kingdoms, an ancient evil stirs. Led by a merciless witch doctor, an army of sinister creatures and terrifying beasts plots to awaken a long-forgotten terror. If they succeed, countless swamp-dwelling tribes will face a fate worse than death. As the inhabitants of Widower's Wood find themselves trapped in the grim maw of ghoulish horrors, their last hope is a team of ravenous monsters with the cunning and ferocity to bite back! Venture into Widower's Wood in this campaign-driven, fully cooperative adventure board game set in the world of the Iron Kingdoms. The harrowing wilds of the swamp are filled with dire perils and dreadful villains, and it will require teamwork and the unique strengths of your adventurers to prevail. If you're smart enough, tough enough, and courageous enough to face the greatest horrors of the Iron Kingdoms, you might just be monster enough to survive. Where heroes fear to tread, only monsters can save the day!

PIP 61052\$49.99

WIDOWER'S WOOD DEAD MEN WALKING

An ancient cult of necromancers stirs throughout the darker reaches of western Immoren and bids the dead to rise up against the living. From the crumbling subterranean passages of the Undercity to the swamps of the Widower's Wood, these masters of death work toward unseen ends more nefarious than any might imagine. Only those brave few willing to face their own mortality can have any hope of stopping the sinister plots unfolding in the shadows. Steel yourself and prepare to send wraiths, boneswarms, and other unspeakable horrors back to the grave in Dead Men Walking, an expansion for the Widower's Wood Board Game containing six new scenarios that pit players against hosts of undead servants and their fiendish masters. These compelling scenarios can be played on their own or mixed into the larger campaigns of *The Undercity* and *Widower's Wood*.

PIP 61055\$49.99

WARMACHINE

Scheduled to ship in October 2017.



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PIP 34125\$37.99



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BE AT THE TOP OF THE FOOD
CHAIN BUT WATCH OUT FOR
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AN EXCITING
CARD GAME OF
PREDICTION
AND PREY!



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PIP 31901\$134.99



**CYGNAR TRENCHER LONG
GUNNERS UNIT AND COMMAND
ATTACHMENT (11)**

PIP 31133\$69.99



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LIEUTENANT SOLO**

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**PROTECTORATE OF
MENOTH EXEMPLAR
WARDEN ELIAS GADE SOLO**

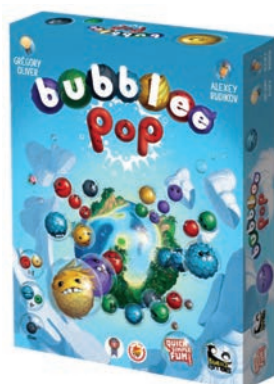
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IMMORTALS

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BUBBLE POP

Stop, drop, and pop your way into Bubble Pop! In Bubble Pop, players compete head-to-head to save Bubbles by aligning three of them horizontally or vertically. Once aligned, the Bubbles grant the player points and trigger special powers. But, if you pile them the wrong way, you risk losing immediately!

QSF 177631\$34.99



GOLD RAIDERS

In Gold Raiders, your expedition begins as your plane splashes down near a mysterious island. An ancient, golden temple looms in the distance, ripe for exploration with the promise of hidden treasure that you and your team are eager to recover. But, you're not alone, and you're getting a bad feeling about this... Scheduled to ship in October 2017.

QSF 177606\$24.99

Q-WORKSHOP



DICE BAG BASIC

Scheduled to ship in July 2017.

DWARVEN BEIGE/BLACK

QWS BDWA141PI

ELVISH BEIGE/BLACK

QWS BELV141PI

ORC BEIGE/BLACK

QWS BORC141PI

VAMPIRE BEIGE/BLACK

QWS BVAM141PI



DICE BAG

Scheduled to ship in July 2017.

FOREST BLACK/GREEN VELOUR

QWS BFOR121PI

HAMMER BLACK/GLOWNDARK

QWS BHAM131PI



CLASSIC RPG DICE SET

PEARL/RED (7)

Scheduled to ship in July 2017.

QWS SCLE86PI



DICE CUP: FLYING DRAGON

Scheduled to ship in July 2017.

BLACK/RED LEATHER

QWS CFDR101PI

BROWN/GOLDEN LEATHER

QWS CFDR102PI

GRAPHITE SUEDE

QWS CFDR111PI



**DICE CUP: FOREST
GRAPHITE SUEDE**

Scheduled to ship in July 2017.

QWS CFOR111PI



**DOCTOR WHO RPG
DELUXE DICE SET 6D6**

Scheduled to ship in July 2017.

QWS CB71130PI



GALACTIC DICE SETS (7)

Scheduled to ship in July 2017.

BLACK/BLUE

QWS SGAL67PI

NAVY/YELLOW

QWS SGAL45PI



PATHFINDER DICE SETS (7)

Scheduled to ship in July 2017.

HELL'S REBELS

QWS SPAT82PI

HELL'S VENGEANCE

QWS SPAT69PI



**THE ONE RING RPG DELUXE DICE
SET 6D6+1D12 (7)**

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QWS CB71020PI

REAPER MINIATURES

DARK HEAVEN



BONES 3 CORE SET (BOXED SET)
RPR 77956\$190.00



BONES 3 GRAVEYARD EXPANSION SET (BOXED SET)
RPR 77959\$80.00



BONES 3 MYTHOS EXPANSION SET (BOXED SET)
RPR 77958\$50.00



BONES 3 STONESKULL EXPANSION SET (BOXED SET)
RPR 77957\$80.00

DARK HEAVEN

Scheduled to ship in July 2017.



D'MONA, FEMALE VAMPIRE WARRIOR
RPR 03814\$5.99



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RPR 03821\$7.79



LORD OF DEATH
RPR 03818\$5.99



SKELETAL DWARF
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RPR 03816\$5.99



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Star CARTEL

Everybody works for the Star Cartel,
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creds on the side!

The largest cut will go to the Emperor, but
there's plenty of money to be made elsewhere.
Clever strategists will inflate the value of a
resource they have stockpiled, but if they push
too far the price will collapse, and they'll be
left with nothing but junk.

3-6
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14+
AGES

30-60
MINUTES
PLAY TIME

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ILLUSTRATOR: MICHAL NIEWIADOMY
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SKELETAL MINOTAUR
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GIANT COBRA
RPR 77321\$3.29



SIGURD, VIKING
RPR 77399\$2.79

DARK HEAVEN: **BONES**

Scheduled to ship in July 2017.



ANDRAS, EVIL WARRIOR
RPR 77401\$2.79



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RPR 77322\$2.49



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DARK HEAVEN: **BONES**

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OBSIDIAN CRYPT (BOXED SET)
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DARK HEAVEN: **BONES**

Scheduled to ship in September 2017.

AERIS, FEMALE ELF RANGER
RPR 77405\$2.99

ATHAK, UNDEAD KNIGHT
RPR 77408\$2.99

AUNDINE, DARK ELF WARRIOR
RPR 77420\$2.49

BALTHON, EVIL CLERIC
RPR 77419\$2.49

BORIS MINGLA, EVIL WARLORD
RPR 77406\$2.99

CORIM THE KESTREL, GNOME SORCERER
RPR 77415\$2.49

DEATH DOG
RPR 77407\$3.49

DUNGEON VERMIN (CENTIPEDE)
RPR 77427\$2.49

DUNGEON VERMIN (TICK)
RPR 77428\$2.49

EREDAIN, MERCENARY WIZARD
RPR 77411\$2.49

FLARA, ELF HEROINE
RPR 77409\$2.49

FOO DOG
RPR 77410\$3.79

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RPR 77416\$3.99

GOBLIN SKIRMISHERS (6)
RPR 77445\$4.99

GOBLIN WARRIORS (6)
RPR 77444\$4.99

INVISIBLE CLERIC
RPR 77451\$2.99

INVISIBLE RANGER
RPR 77452\$2.99

INVISIBLE ROGUE
RPR 77449\$2.99

INVISIBLE WARRIOR
RPR 77453\$2.99

INVISIBLE WIZARD
RPR 77450\$2.99

JURDEN, HALF ORC PALADIN
RPR 77438\$2.99

MASUMI, DEMON HUNTER
RPR 77440\$2.99

ORC CHOPPER (2-HANDED AXE)
RPR 77431\$2.79

ORC GRUNT
RPR 77429\$2.79

ORC SLAYER (AXE & SHIELD)
RPR 77430\$2.79

ORC SLICER (SCIMITAR & SHIELD)
RPR 77432\$2.79

TORTURE EQUIPMENT 1
RPR 77442\$5.79

TORTURE EQUIPMENT 2
RPR 77443\$5.79

VONSALAY, HALF ORC WIZARD RPR 77439	\$2.79
WEREBAT RPR 77448	\$3.99
WEREBEAR RPR 77446	\$3.99
WERECROCODILE RPR 77447	\$3.99
WINTER WOLF RPR 77437	\$3.29
YETI CHIEFTAIN RPR 77434	\$3.49
YETI SHAMAN RPR 77433	\$3.49
YETI SHREDDER RPR 77436	\$3.49
YETI WARRIOR RPR 77435	\$3.49
OSTARZHA, ELF CLERIC RPR 77441	\$2.49

DARK HEAVEN: **BONES**

Scheduled to ship in October 2017.

BRAND OATHBLOOD, BARBARIAN RPR 77469	\$2.79
CHRISTINA, FEMALE CLERIC RPR 77468	\$2.79
DIJORO, FEMALE KITSUNE RPR 77474	\$2.79
DUROK, DWARF RANGER RPR 77480	\$2.79
DWARVEN BREWER RPR 77461	\$2.99
DWARVEN BUTCHER RPR 77460	\$2.99
ELTHIN BLUESTEEL, GUNSLINGER RPR 77470	\$2.79
ELVEN BLACKSMITH RPR 77459	\$2.99
HALFLING COOK RPR 77462	\$2.79
HALF ORC MERCHANT RPR 77458	\$2.99
HOBGOBLINS (2) RPR 77476	\$5.49
HOBGOBLIN VETERANS (2) RPR 77477	\$5.49
KING AXEHLM OF KRAGMARR RPR 77478	\$2.79
KLAUS COPPERTUMB, DWARF THIEF RPR 77479	\$2.79
KOGO, MALE KITSUNE RPR 77473	\$2.79

OGRE CLUBBER RPR 77454	\$3.49
OGRE GUARD RPR 77456	\$3.49
OGRE SMASHER RPR 77455	\$3.49
RHEAGAR, MALE FIGHTER RPR 77467	\$2.79
ROGAKU, ONI RPR 77472	\$4.79
TENGU (3) RPR 77471	\$7.99
WEREBOAR RPR 77465	\$3.79
WEREGORILLA RPR 77463	\$3.79
WEREWOLF RPR 77464	\$3.79

PATHFINDER Scheduled to ship in July 2017.



AGLANDA, HERALD OF RAZMIR RPR 89040	\$2.99
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BROTHERHOOD OF THE SEAL RPR 89035	\$2.99
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GRAVEKNIGHT RPR 89039	\$2.99
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OLOCH, ICONIC WARPRIEST RPR 89038	\$2.99
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QUINN, ICONIC INVESTIGATOR RPR 89037	\$2.99
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RED MANTIS ASSASSIN RPR 89042	\$2.99
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REIKO, ICONIC NINJA RPR 89036	\$2.99
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TROLL RPR 89041	\$3.99
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VAGORG, HALF ORC SORCERER RPR 89043	\$2.99
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SAVAGE WORLDS Scheduled to ship in July 2017.



DEADLAND NOIR OCCULT DETECTIVE RPR 91013	\$2.99
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DEADLAND NOIR PATENT SCIENTIST RPR 91012	\$2.99
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DEADLANDS NOIR - FEMME FATALE RPR 91011	\$2.99
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DEADLANDS NOIR - GRIFTER
RPR 91014\$2.99



DEADLANDS NOIR - HOUNGAN
RPR 91010\$2.99



DEADLANDS NOIR - STONE
RPR 91009\$2.99

RENEGADE GAME STUDIOS



PIE TOWN
Spies, Lies, and Apple Pies! Welcome to Pie Town, a community built on apples and butter. Business here is no cake walk, so manage your operation well and keep your secret recipe secret. In Pie Town, you'll need to manage your constantly changing workforce to harvest, bake, and sell pies while deducing other players' secret recipes! RGS 00583\$45.00



SUNDAE SPLIT
In *Sundae Split*, players try to build the best ice cream sundae from the ingredients at hand. Get just the right mix of toppings and flavors, but avoid the vegetables! At the end, each sundae will be scored and the player who made the best sundae wins! RGS 00593\$15.00

OFFERED AGAIN



O/A THE BLOOD OF AN ENGLISHMAN
'Fee Fi Fo Fum! I smell the blood of an Englishman!' roared the giant as he crashed through the vines. Jack, with one arm around his precious stolen harp and the other grasping the bean stalk, felt the rush of danger. Will he make it to the bottom in time to chop down the leafy ladder or will the giant successfully catch the thieving beggar? In *The Blood of an Englishman*, players take on the role of either Jack or the Giant. The Giant must maneuver the Fee Fi Fo and Fum cards while Jack tries to create three bean stalks to steal the bag of gold, the Golden Goose, and the Singing Harp. RGS 00554\$15.00



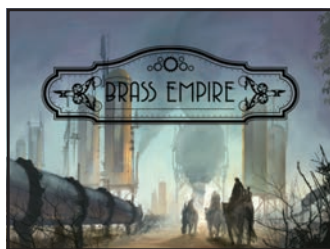
O/A COVERT
You have it in your sights: the dead drop. You've messaged back to Headquarters that your mission has been accomplished, and now you're awaiting new orders. Moscow, London, Belgrade wherever it is they're sending you, you know you'll be prepared. You'll be in and out before anyone knows you're coming. You're a super spy. You're undercover. You are Covert. In *Covert*, players take on the roles of spies, working covertly to collect the equipment needed and deploying their agents all across Europe in an effort to complete their missions. Utilize your assets. Make your move. Don't let anyone stand in your way in *Covert*! RGS 00511\$60.00

O/A FLATLINE: A FUSE AFTERSHOCK GAME

A cooperative dice game set in the *FUSE* universe, players in *Flatline* must roll their dice and work to combine them with other players in order to properly treat arriving patients. Every round, players are racing against a one-minute timer, and must deal with the needs of each wounded crew member, as well as other emergencies within the ER. Time is running out! RGS 00565\$50.00



ROCK MANOR GAMES



BRASS EMPIRE
Brass Empire is a strategic Steampunk deckbuilding card game where players battle and sabotage other companies to amass economic wealth and influence. Journey to the world of Cobalt where an obsession with Brass, the most valuable resource in the world, drives corporate greed and corruption. Build your corporation from the ground up by hiring employees and researching powerful steampunk contraptions. In this game of corporate espionage, select one of five corporate factions, each with their own unique gameplay mechanics, and defend your mining platform from sabotage! Scheduled to ship in November 2017. IMP RMA100\$40.00



MAXIMUM APOCALYPSE
Maximum Apocalypse is a cooperative, rogue-like adventure game set amidst the backdrop of four apocalyptic scenarios. As you explore the post-apocalyptic world, one to six survivors work together to complete mission objectives. On each turn, a player can use up to four actions to explore the map, play cards, equip weapons, scavenge for resources, draw cards, or battle roaming monsters. Picking a unique survivor class within the group, players must plan their strategy while leaning on their characters strengths in order to defeat monsters and avoid starvation. Scheduled to ship in November 2017. IMP RMA200\$49.00



MAXIMUM APOCALYPSE: KAIJU RISING EXPANSION
When monolithic beasts rose from the oceans, our military tried to stop them. As we killed them at great expense and destruction, more kept rising from the depths. Our world is their's now! They roam the landscape as an ever-present threat, while the last of us scrounge on what's left from our crumbled civilization. *Maximum Apocalypse: Kaiju Rising* introduces two new survivor characters (the Army Ranger and Scientist) as well as a new Apocalypse Deck of 30 cards with new missions and challenges. Scheduled to ship in November 2017. IMP RMA201\$15.00

STEVE JACKSON GAMES

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SLUGFEST GAMES



RED DRAGON INN 6: VILLAINS

You and your wicked companions have spent the day pillaging the countryside and "dealing" with meddlesome adventurers. Now, it's high time you kicked back for an evening at the *Black Dragon Depths*, a nefarious tavern hidden deep in the catacombs below Greyport. And wouldn't you know it, your wicked arch-colleagues have same idea! Drink, gamble, and roughhouse with your frenemies - just remember to keep an eye on your gold! Oh, and try not to get too beaten up or drunk, because these cutthroats won't hesitate to keep the party going without you - after looting your body for gold, of course! Fully compatible with all other *Red Dragon Inn* expansions, this standalone game includes rules and components for additional game mode variants: Dungeon Events, Boss Battle, and Team Games. Scheduled to ship in September 2017.

IMP SFG026 \$39.95

SOLARFLARE GAMES



ARCHMAGE ORIGINS

Mages! Might! Magic! Monsters! Do you have what it takes to rule Sorcado? In the time before the Dawn, the mages of Sorcado were locked in a constant struggle for power. They battled to gain control of monsters and minions, building a force they could use to destroy their rivals. In *Archmage Origins*, mages take turns manipulating a battlefield full of monsters, then focusing their mystical might to enlist monsters to unleash against their fellow sorcerers. Scheduled to ship in September 2017.

IMP SRF0500 \$10.00



NIGHTMARE FOREST: ALIEN INVASION

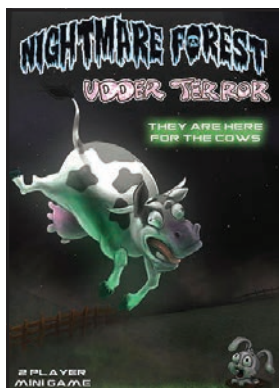
In *Alien Invasion*, a standalone expansion for *Nightmare Forest*, you and your friends have returned to the forest and found it overrun with Alien invaders! Expose Aliens, fiendish Traps, useful Gear, or valuable Allies in your quest to defeat the invading Aliens before they summon the rest of their forces and conquer the planet! Scheduled to ship in September 2017.

IMP SRF0301 \$29.99

NIGHTMARE FOREST: UDDER TERROR

The Aliens are here - and they need our bovines! You and your alien friend have decided to make it a competition to see who can get the most cows for investigation and cultivation. Herd cattle and jockey your ships around to be in the best locations to focus your tractor beams and capture the best beef on the hoof in *Udder Terror*, a 2-player, head-to-head mini-game set in the *Nightmare Forest* universe. Scheduled to ship in September 2017.

IMP SRF0302 \$9.00



STEAMFORGED GAMES



GUILD BALL ALCHEMIST'S GUILD THE NEW AGE OF SCIENCE

SFG B03-030 \$75.00



GUILD BALL BUTCHER'S GUILD THE SCARLET CIRCLE

SFG B03-032 \$75.00



GUILD BALL FISHERMEN'S GUILD PIRATE'S RETURN

SFG B03-033 \$75.00



GUILD BALL MORTICIAN'S GUILD STRINGS OF THE SPIRIT WEAVER

SFG B03-031 \$75.00

THAMES & KOSMOS



EXIT: THE FORBIDDEN CASTLE

Finally, a vacation! Sifting through brochures for local events and attractions, you discover an impressive, medieval castle that's just dying to be explored. But, upon entering, the massive, wooden door locks behind you! The castle is full of mysteries - can you solve all of the puzzles in time to escape this tourist trap! *Exit: The Game* brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape. Scheduled to ship in October 2017.

TAK 692872 \$14.95



EXIT: THE POLAR STATION

A wonderfully mild morning in the Arctic - only -15 Celsius! As part of Division IMB-Q-12, you're researching climate change at the North Pole. Suddenly, the evacuation alarm goes off! You race to the door, but it's locked automatically! Crawling into an adjacent station via a ventilation shaft, you find in a devastated lab a notebook and a strange disk. Oh, and everything in the room is secured with numbered locks! Figure out all of the codes to escape - or be trapped in the complex to the bitter end! *Exit: The Game* brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape. Scheduled to ship in October 2017.

TAK 692865 \$14.95



EXIT: THE FORGOTTEN ISLAND

Lost at sea and marooned on a deserted isle, your only hope of escape (and survival) is an ancient book, a mysterious golden compass disk, and a boat chained to a palm tree - secured with locks! *Exit: The Game* brings the hit Escape-Room concept for home use! In this party game for up to six players, you must solve a series of riddles and puzzles to escape. Scheduled to ship in October 2017.

TAK 692858 \$14.95

THE PILLARS OF THE EARTH: THE GAME

England at the beginning of the 12th century and Prior Phillip of Kingsbridge has a glorious vision to build the largest, most beautiful cathedral in England! To accomplish the task, Phillip recruits the most renowned builders in the country. However, the fate of the Cathedral is constantly threatened by all manner of catastrophes and oppositions. Transport yourself to Medieval England and join together to help build Kingsbridge Cathedral in this board game adaptation of Ken Follett's bestselling masterpiece, *Pillars of the Earth*! Scheduled to ship in November 2017.

TAK 691530 \$59.95



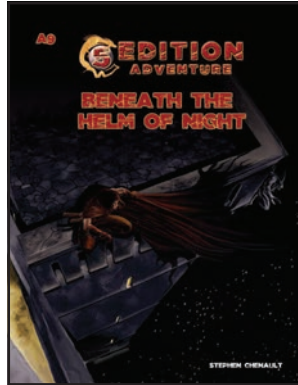
NOT FINAL ART

TROLL LORD GAMES



5TH EDITION ADVENTURES: A10 - THE LAST RESPIRE

Upon the edge of the Gray Pools lies the town of Grafika, a squalid heap of cobbled roads and ruined buildings where the washed-up remnants of a shattered empire gather. Here the wealth of the empire's ruin passes through the small hands of small men. Here the echoes of its glory ring hollow. Here the Vessel of Souls has come to reside. The fallen reap no reward. *The Last Respite* is a high-level 5th Edition Adventure for a party of 3-6 characters. Scheduled to ship in September 2017. IMP TLG19312 \$9.99



5TH EDITION ADVENTURES: A9 - BENEATH THE HELM OF NIGHT

Hard roads bring the stout of heart to the Tower's iron-bound gate. Whether brought here by the Vessel of Souls or by pure happenstance, the Tower, perched upon the edge of no-where, beckons, promising wealth and glory. *Beneath the Helm of Night* is mid-to-high-level 5th Edition Adventure for a party of 3-6 characters. Scheduled to ship in September 2017. IMP TLG19311 \$9.99

TURN ONE GAMING SUPPLIES



8-BIT DICE: RPG (6)

Scheduled to ship in September 2017.
TGS DCE206 \$6.99



8-BIT DICE: SHOOTER (6)

Scheduled to ship in September 2017.
TGS DCE205 \$6.99

TWILIGHT CREATIONS



FEATURED ITEM



THE ISLAND OF MISFIT FRIENDS

So Long, Suckers! Experience island living where the struggle is real, but your friends aren't, in *The Island of Misfit Friends*! Island living was your dream - full of friends and a King whom you thought was fair and kind. Boy, were you wrong! When candy is discovered on the island, the King gets greedy, with plenty of squabbling and sibling rivalry among your fellow Misfits! Now, all you want is to get off the island...matter of fact, so does everyone else! The King will surely figure out your objective once one of the Misfits escapes - and, it must be you! Scheduled to ship in September 2017. TLC 3920 \$34.99

ULTRA PRO INTERNATIONAL



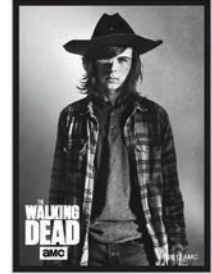
MAGIC THE GATHERING: IXALAN

PLAY MAT 6FT UPI 86626 PI
PLAY MAT 8FT UPI 86627 PI
PLAY MAT DOUBLE SIDED
UPI 86625 PI
STANDARD DECK PROTECTOR
SLEEVES - CARD BACK (80)
UPI 86634 PI
V1 PLAY MAT UPI 86621 PI
V2 PLAY MAT UPI 86622 PI
V3 PLAY MAT UPI 86623 PI
V4 PLAY MAT UPI 86624 PI



PRO-FIT EDGE STANDARD SIZE INNER SLEEVES (100)

UPI 85270 PI



THE WALKING DEAD - CARL FULL VIEW DECK BOX

UPI 85060 PI
STANDARD DECK
PROTECTOR SLEEVES (50)
UPI 85054 PI



THE WALKING DEAD - GLENN FULL VIEW DECK BOX

UPI 85380 PI
STANDARD DECK
PROTECTOR SLEEVES - (50)
UPI 85379 PI



THE WALKING DEAD - NEGAN FULL VIEW DECK BOX

UPI 85061 PI
STANDARD DECK
PROTECTOR SLEEVES (50)
UPI 85053 PI

USAOPOLY



GAME OF THRONES LONG MAY SHE REIGN 1000 PIECE PUZZLE

USO PZ104522 PI



GAME OF THRONES VIOLENCE IS A DISEASE 1000 PIECE PUZZLE

USO PZ104505 PI



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THE WALKING DEAD FIGHT THE DEAD, FEAR THE LIVING 1000 PIECE PUZZLE

USO PZ116469 PI

VALLEJO

MODEL AIR

Scheduled to ship in September 2017.

BSC 28 SILVER GREY (17ML)

VAL 71401 \$3.29

BSC 49 LIGHT PURPLE BROWN (17ML)

VAL 71402 \$3.29

MODEL AIR SET

Scheduled to ship in September 2017.

BRITISH CAUNTER COLORS (6)

VAL 71211 \$16.58

DAK COLORS 1941-1944 (6)

VAL 71207 \$16.58

ISRAELI DEFENCE FORCE COLORS (6)

VAL 71210 \$16.58

US MODERN DESERT COLORS (6)

VAL 71209 \$16.58

WHEELS & TRACKS (6)

VAL 71213 \$16.58

VICTORY POINT GAMES

CHARIOTS OF ROME

Scheduled to ship in October 2017.
HPS VPG25008 \$45.00

ZULUS ON THE RAMPARTS! 2ND EDITION BOX

HPS VPG12019 \$39.99

WARLORD GAMES

BLACK POWDER



BRITISH HOUSEHOLD BRIGADE

WLG 302011001 PI



BRITISH UNION BRIGADE

WLG 302011002 PI



HIGHLANDERS REGIMENT

WLG 302211001 PI

BOLT ACTION



BEF INFANTRY SECTION

WLG 402211005 PI



BLITZKRIEG GERMAN PAK 36 ANTI-TANK GUN

WLG 403012006 PI



BRITISH AIRBORNE

WLG 402011009 PI



BRITISH AIRBORNE JEEP & TRAILER

WLG 402411107 PI



BRITISH AIRBORNE STARTER ARMY

WLG 409911101 PI



BRITISH BLACKER BOMBARD (SPIGOT MORTAR)

WLG 403011004 PI



BRITISH HOME GUARD SMITH GUN

WLG 403011002 PI



BRITISH LDV SECTION

WLG 402211002 PI



BRITISH NORTHOVER PROJECTOR

WLG 403011001 PI

BRITISH SNIPERS IN GHILLIE SUITS

WLG 403011003 PI



BUF ACTION SQUAD

WLG 403012201 PI

BUF ANTI-TANK TEAM AND SUPPORT SQUAD

WLG 403012204 PI



BUF GROUP LEADER

WLG 403012202 PI



EARLY WAR WAFEN-SS SQUAD

WLG 402212101 PI



SIR OSWALD MOSELEY BUF LEADER

WLG 403012203 PI



US ARMY FLAMETHROWER TEAM

WLG 403013005 PI

GATES OF ANTARES



ALGORYN HAZARD COMMAND SQUAD

WLG 502211003 PI



ALGORYN SPECIAL DIVISION COMMANDER ESS MA RAHQ

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FREEBORN STARTER ARMY

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FREEBORN DOMARI SQUAD

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**FREEBORN SOLAR
COMMAND SKIMMER**

WLG 502414004 PI



**GHAR REBEL OUTCAST MAG-
LIGHT SUPPORT WALKER**

WLG 503015011 PI



**PRINCE BATU DELHREN &
COMMANDER BARAY TSUMLARI**

WLG 503014009 PI

WIZARDS OF THE COAST

SPOTLIGHT ON

MERFOLK vs. GOBLINS

MAGIC THE GATHERING CCG: DUEL DECKS MERFOLK VS GOBLINS (6)

Duel Decks let players dive right into battle with ready-to-play, 60-card decks that contain powerful cards united by a theme. *Merfolk vs. Goblins* pits two of the most recognizable tribes in the history of *Magic* against one another. Will your players side with the reckless and wily goblins or the graceful and cunning merfolk? **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC C30350000.....\$119.94

SPOTLIGHT ON

UNSTABLE

MAGIC THE GATHERING CCG: UNSTABLE BOOSTER DISPLAY (24)

Unstable explores new areas of *Magic* game design and continues the tradition of bending the conventional rules of the game in a fun and whimsical way. Silver-bordered cards can do interesting and unique things that regular black-bordered cards don't typically get to do, all in the name of fun, and the set's creative elements reflect that spirit. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC C13620000.....\$95.76

MAGIC

The Gathering

MAGIC THE GATHERING CCG: EXPLORERS OF IXALAN

Brave the Unknown! For centuries, the untamed jungles of Ixalan have hidden a coveted secret: Orazca, the city of gold. But, no secret can remain undiscovered, and no treasure can be taken uncontested. Unfurl your sails, saddle up a dinosaur, and battle your rivals as you embark on a journey to claim the plane's greatest fortune for yourself! *Explorers of Ixalan* is a complete, out-of-the-box, multiplayer *Magic* experience in which players search for the lost city. This boxed set contains four 60-card decks with deck boxes, plus 20 double-sided tokens, 50 game tiles, and 40 counter pieces. WOC C24950000.....\$64.99

MAGIC THE GATHERING CCG: FROM THE VAULT TRANSFORM

From the Vault: Transform assembles fifteen of the most pivotal and sought-after, double-faced cards in *Magic* history. WOC C30380000.....\$34.99

MAGIC THE GATHERING CCG: GIFT PACK

Packed with something for every player, whether new to the game or a longtime veteran, this Gift Pack contains five premium basic lands by artist Mark Poole, two premium creature cards (Metalwork Colossus and Kari Zev, Skyship Raider), three booster packs, a Spindown Life Counter, and an exclusive mini-poster (featuring art from *Hour of Devastation*). WOC C22370000.....\$19.99

WIZKIDS/NECA



FEATURED ITEM

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS CLASSIC CREATURES BOX SET

The *D&D Icons of the Realms: Classic Creatures Box Set* features nine re-imagined iconic monsters from the *First Edition* of the *Dungeons & Dragons Monster Manual*! Unleash the classic, two-headed Demogorgon to hypnotize adventurers or a gigantic purple worm, hungry and ready to make a meal of 'em! The set includes: Demogorgon, Ogre, Orc, Orc Archer, Owlbear, Purple Worm, Sahuagin, Sahuagin Mystic, and a Troll. Scheduled to ship in November 2017. WZK 72980.....\$79.90



FEATURED ITEM



HEROCLIX: TRAIN STATION/TRAIN YARD MAP (10) IN TUBE

This tube contains 10 all-new, double sided, 2-inch x 3-inch rolled paper maps packaged so that stores can replenish their in-store supply for *HeroClix* events. Scheduled to ship in September 2017. WZK 73077.....\$19.80



FEATURED ITEM

MARVEL



HEROCLIX

MARVEL HEROCLIX: X-MEN FIRST CLASS BOOSTER BRICK (10)

Xavier's School for Gifted Youngsters is a special academy led by Professor Charles Xavier where young mutants can grow, learn, and control their uncanny powers. See the results of their training and get schooled on the tabletop with *Marvel HeroClix: X-Men First Class*! Featuring the return of ID cards, student and headmaster gameplay, and two all-new title characters, *Marvel HeroClix: X-Men First Class* allows players to build their favorite X-Men teams from over the years, like Blue Team, Gold Team, and the X-Men led by Magneto! For even more mutant-mania, *Marvel HeroClix: X-Men First Class* introduces over 70 new figures and 25 ID cards to collect, including new mutants like Phat, Goldballs, Mondo, and Surge! Scheduled to ship in February 2018

WZK 72900 \$129.90

MARVEL HEROCLIX: X-MEN FIRST CLASS DICE & TOKEN PACK (MODERN)

Each *Marvel HeroClix: X-Men First Class Dice & Token Pack (Modern)* contains two custom dice featuring the X-Men icon and six action tokens of modern X-Men members like Colossus and Logan. Scheduled to ship in February 2018

WZK 72909 \$9.99

MARVEL HEROCLIX: X-MEN FIRST CLASS DICE & TOKEN PACK (TIME DISPLACED)

Each *Marvel HeroClix: X-Men First Class Dice & Token Pack (Time Displaced)* contains two custom dice featuring the X-Men icon and six action tokens of time-displaced versions of the original X-Men and Professor X. Scheduled to ship in February 2018

WZK 72908 \$9.99

MARVEL HEROCLIX: X-MEN FIRST CLASS FAST FORCES

The *Marvel HeroClix: X-Men First Class Fast Forces* pack includes six figures with all-new dials, ready to play as a 300-point team! Not only does this Fast Forces pack feature fan-favorite mutants like Cyclops, Beast, Iceman and Jean Grey, it also introduces two new characters never-before-seen in *HeroClix* - Rusty and Skids! Scheduled to ship in February 2018

WZK 72901 \$16.99



FEATURED ITEM



STAR TREK ATTACK WING: FEDERATION VS. KLINGONS STARTER SET

Explore (and battle in!) the Delta Quadrant with the *Star Trek: Attack Wing - Federation vs. Klingons Starter Set*! Packed with everything two players need to start playing *Star Trek: Attack Wing*, this Starter Set comes with an updated *Star Trek: Attack Wing 2017 Rulebook*, a *Star Trek: Attack Wing Quick-Start Rules Booklet*, and pre-painted miniatures with all-new paint schemes for the U.S.S. Enterprise-D/Galaxy Class, U.S.S. Sutherland/Nebula Class, K'm'pec's Attack Cruiser/Vor'cha Class, and the I.K.S. Vorn/K'vort Class, plus Bases, Pegs, Maneuver Dials with Connector Pieces, Tokens, Cards, and Dice. Scheduled to ship in October 2017.

WZK 72944 \$44.99

WYRD MINIATURES



MALIFAU: ARCANISTS AMINA NAIDU

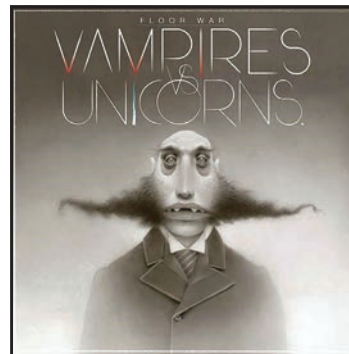
WYR 20347 \$11.00



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Horn vs. Tooth! Hoof vs. Claw! It's time to choose your side! Will you lead the fierce, blood-snob Vampires or throw down with a herd of obnoxious Unicorns? *Floor War: Vampires vs. Unicorns* is a hilariously fun 'Throwing Card' game featuring fantastic hand-painted tile art by Travis Lampe and Travis Louie suitable for framing! In *Floor War: Vampires vs. Unicorns*, players draw from their deck of cards to raise the dead, cause a unicorn stampede, and more! But, it's up to you to find the best throwing technique to destroy your opponent's floor tiles. Scheduled to ship in October 2017.

DIA STL055897 PI

Z-MAN GAMES



FEATURED ITEM



CARCASSONNE: BIG BOX 2017

Combining the original tile-laying classic with eleven of its expansions, the *Carcassonne Big Box* is the perfect starter set for *Carcassonne* fans and anyone who wants to experience the 2001 *Spiel des Jahres* winner with as much variety as possible. Place your knights, monks, thieves, and farmers alongside meeples with unique abilities such as abbots and mages as you expand your influence and score as many points as possible. With more than 150 landscape tiles and 80 meeples, *Carcassonne* is yours to explore with the *Carcassonne Big Box*! Scheduled to ship in October 2017.

ZMG ZM7856 \$79.99



GAMES

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EMPIRE BUILDER

35 YEARS OF RAILS AND RICHES

In our current culture, the new is prized above all else. Last year's phone is so last year, if you know what I mean. But, some things endure. They're built to last. Trains are like that, and so is Mayfair's *Empire Builder* series. *Empire Builder* transports you to a time when men of iron forged empires with ribbons of steel. The series is entering its 35th year and with the triumphant return of *Iron Dragon*, shows no signs of slowing down.

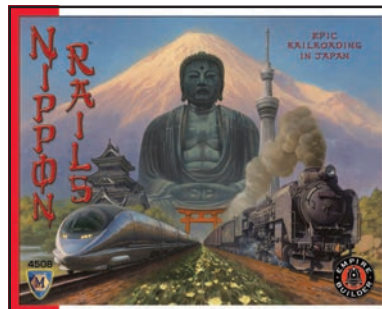
All of the *Empire Builder* games are economic in nature, and require you to carefully manage your money and track in order to be profitable. But, there's also the fun of drawing on the laminated maps with a crayon to establish track on the board. Over the course of the game, the board becomes a colorful tangle of tracks that is different every time you play. And, there's a great variety of different games and lands to explore!

First there's the one that started it all: *Empire Builder*. This game presents players with a geographically accurate map of North America and challenges them to build the most profitable routes. You'll need to pick up commodities where they're grown, mined, or manufactured and deliver them to where they're in demand. This will earn you money, allowing you to buy larger, faster trains and expand your rail lines. The first player to connect six or seven major cities and have 250-million dollars is the winner!



game, and also a great introduction to classic *Empire Builder* gameplay.

But, the *Empire Builder* series can take you far beyond North America. For those who yearn to explore the wider world, new challenges await in other classic titles. Travel to Europe and bring the Old World into a new, industrial age with *EuroRails*. *EuroRails* challenges players to combine their rail empires with ferries and even "The Chunnel". Connect the capitals of Europe and earn the most money to win one of the most popular titles in the *Empire Builder* line.



For players looking for an exotic, especially challenging region, there's *Nippon Rails*. The Land of the Rising Sun holds unique challenges, including narrow terrains that can force players to pay to use a rival's train network and a rugged series of mountains that will strain your resources to build through. *Nippon Rails* is one of the most challenging maps in the entire *Empire Builder* line that will delight even the most experienced railroad enthusiasts.



And, even more adventures await those who seek new lands. *China Rails* presents players with a truly vast area to master, while at the same time contending with events that can spoil their best-laid plans. *Australian Rails* challenges players to contend with the forbidding terrain of Australia as well as natural

disasters. Finally, the exotic lands of India beckons in *India Rails*! Build track from Bombay to Calcutta, brave the sandstorms of Thar Desert, and deliver all-new goods, including pilgrims seeking spiritual enlightenment across the land!

And if the climes of Earth gets too mundane for you, the *Empire Builder* series can take you to all-new, interstellar worlds, including Mars! *Martian Rails* allows players to explore the fabled red planet, delivering exotic goods in a science fiction future that will one day become science fact!



And, finally, for those seeking a unique adventure, Mayfair has refurbished the most requested *Empire Builder* game of them all: *Iron Dragon*! Now in its 23rd year, *Iron Dragon* transports players to the world of Darwinia, a fantasy steampunk realm where Dragons and trains leave trails of smoke as they journey through the land. *Iron Dragon* has it all: challenging terrain, an event deck that constantly threatens your well-laid plans, and a fantastic art style that evokes a fantastical world. Transport fantasy goods such as wands and scrolls. Recruit henchmen from

fantasy races including elves, dwarves, trolls, and cat-men. Navigate difficult terrain, including the underground reaches ruled by the orcs and the dark elves. A little bribery can go a long way here!

...



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Place your pre-order today!



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ARISTEIA!

THE NEW SHOW BY CORVUS BELLi

One hundred and seventy five years into the future, the human race has reached the stars. The ancient nations have gathered into immense, international, federated blocks and have divided the star systems proved suitable for human life. The most advanced medicine makes it possible to extend life and, together with the most advanced (and most expensive) technology, almost reach corporeal immortality. It also allows treats such as the most popular extreme contact sport: Aristeia!, a series of high-level, armed combats wherdeath is a real possibility.

Aristeia! is the new sports game by Corvus Belli that allows two players to take the role of a competition team manager in the greatest visual show of the Human Sphere.

The game will come in a basic box including everything necessary to play: 8 character figures with their exclusive cards, 8 Initiative cards, 52 Tactics cards, 3 booklets (Access Guide to Human Sphere, How-to-Play instructions, and Reference Guide), a reversible board (the HexaDome), dice, counters, and tokens.

Should you stick to the game plan or thwart your competitor's? Aristeia! is a board game where two teams of four exclusive characters from the Infinity Universe face each other. Aristeia! includes the well-known Miyamoto Mushashi, Wild Bill, and Major Lunah, plus five more fighters specially designed and modeled by the professionals at Corvus Belli.

Aristeia! will allow players to choose their team and jump into action in the HexaDome, the arena where the the definitive contact sport of the Human Sphere take place. Players will enjoy the dynamic and spectacular nature of Aristeia! thanks to the exclusive character cards and Tactics cards representing incredible combat feats.

In little more than one hour, players will enjoy a fun game that will immerse them in strategies and tactics that promise to become addictive.

Furthermore, for the most competitive players Corvus Belli will arrange a special organized game play system for Aristeia!, with an international ranking and tournament kits including material and prizes for the winners.

Aristeia! will have regular expansion packs with new characters, each of them featuring their own special skills and new combos that will improve the game experience. These expansion packs will be independent and completely optional.

The public cheers from the stands. Millions of spectators connect to the HexaDome from their comlogs. Nobody wants to miss the greatest sports show in the Human Sphere!



ARISTEIA!

CVB 8437016958001 PI | Available October 2017!

CORVUS  BELLI

ARISTEIA!



the **GREATEST** sport show of the human sphere!
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coming to stores next november!

ARISTEIAat**thegame.com**

THE MAGIC OF FRIENDSHIP & PLAY



MY LITTLE PONY: TAILS OF EQUESTRIA RPG

NJD 440301 \$34.95 |

Available Now!

Children around the world have fallen in love with the adventures of Princess Twilight Sparkle, Rainbow Dash, Applejack, and all the characters of *My Little Pony: Friendship is Magic*. Now there's a new way for parents to join in on the fun! *My Little Pony: Tails of Equestria* is a storytelling game that allows children and their parents to discover the realm of Equestria by creating their own ponies and going on their very own adventures; and parents are the guides.

Storytelling games, often referred to as roleplaying games, allows the parent to be the storyteller while the kids have the fun of creating their own, unique Little Pony and going on adventures in the world of *My Little Pony: Friendship is Magic*. Parents will get to guide the group of game players through stories and challenges that help to demonstrate the power of friendship while experiencing exciting new thrills in a world they've already come to love.

As the storyteller, the parents will shape the adventure for the Little Ponies. The storyteller, or gamemaster (GM), is in control of everything that will challenge the intrepid ponies, whether it be monsters, puzzles, or just finding a solution to the latest problems facing the world of Equestria. As the gamemaster, the parent's first task is to help the gamers create their pony characters. The core rule book for *My Little Pony: Tails of Equestria* provides a simple, easy-to-follow guide for the gamemaster and gamers to have fun creating their very own Little Pony. It all starts with a few simple questions: "Imagine you were a new character in *My Little Pony: Friendship is Magic*. What would your pony be like? What would your pony's colors be, your talents, your cutie mark...?" From there, the adventure is off and running!



Once all the pony characters are created, it's time for the parent (as gamemaster) to launch the gamers in to the exciting world of Equestria and guide them through their adventure. It's as easy as

telling a story, but you allow the gamers to decide how they'll react and what choices they'll make when facing their challenges. Again, it's simply a matter of offering a choice to the gamers and then letting them face the consequences of those choices and discovering how friendship is, indeed, *magic* and can conquer all.

Such storytelling and roleplaying games can be extremely beneficial for young ones. With an adult's supervision they can learn communication skills, teamwork, problem solving, diplomacy, and lessons on the importance of friendship. They'll face challenges that will help them define their sense of morality and justice, all learned through the fun of taking a Little Pony on an adventure. The gamers will bond over the events they "live together" in the realm of Equestria; possibly forming lifelong friendships. The gamemaster, who helps the children live their adventures and stories, will guide this important growth and share in the

rich experience of the world they all create together within the bonds of friendship.

As the gamemaster, you will decide what challenges the gamer faces, what strategies will be most successful, and how to reward them for their victories. Friendship Tokens are a great way to reward the gamers, and then they can use that power of friendship to help them overcome obstacles. A monster blocks the path? A Little Pony gamer can spend a token of friendship and their special talent of charisma to convince the monster to join them in their adventures as a new friend! As gamemaster, you can determine if this works and if the gamer should be rewarded for trying the strategy of friendship. If a Little Pony decides to attack, and you as the storyteller actually knew the monster was friendly, you could take away a Friendship Token as an opportunity to teach the gamers that thinking first rather than attacking can often be the best strategy.

The core rulebook for *My Little Pony: Tails of Equestria* comes complete with a story to get the gamemaster rolling with the new adventure "The Pet Predicament." Other adventure modules will be released with the expansion "Curse of The Statuettes." Trying out these modules can help a gamemaster learn the in's and out's of the storytelling role, and perhaps start building some new adventures that are uniquely tailored to that particular group of gamers.

The most important thing is to always have fun and tell a story. The gamers will help guide the story as they make their choices and the gamemaster will reward and guide them as the story unfolds. So, prepare yourself and the kids for some of the greatest adventures ever in *My Little Pony: Tails of Equestria*!

...



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JULES VERNE MICHAEL STROGOFF



MICHAEL STROGOFF

DVR BGSTROGEN..... \$34.99 | Available October 2017!

Devir Games chatted with designer Alberto Corral and illustrator/developer Pedro Soto, the two minds behind *Michael Strogoff*.

Matt Hyland (MH): Although Jules Verne's *Michael Strogoff* is critically acclaimed, the novel is not very well-known in North America. How did you come up with the idea to do a game based on it?

Alberto Corral (AC): My father always loved adventure novels from the 19th century, and thanks to him I discovered writers like Dumas, Cagliari, and Verne. Ever since I felt the desire to design my own games I always thought that these adventure novels would be great themes. While working with Xavi Garriga [Devir Games], I mentioned the idea and we agreed that *Michael Strogoff* would be one of the best representatives of the genre.

MH: When you sat down to make the game did you have a framework in mind?

AC: No, just the idea to make a game about the book. Earlier I had designed *Castaways* based on the *Crusoe* novel and I felt like doing another game from classic literature. Upon starting the framework, I began to think about what would be the best method of adapting the novel and meet all of the requirements such as level of difficulty, duration of the game, number of players, etc. In this sense the creative process was much different than with *Castaways*, where I had total creative freedom. It was challenging to simplify my designs to have relatively simple rules, but also lots of interesting decisions.

Pedro Soto (PS): My interaction with the game started about 5 or 6 years ago at the Cordoba International Games Festival, which serves as a meeting point of publishers, designers, and illustrators. There, a discussion arose about how few games adapting classic literature existed and Xavi proposed we do a game about *Michael Strogoff*. Later I saw one of the initial versions of the game...it had great ideas and adapted chapters of the novel very well. A bit later, owing to prior work I did with Devir, I was hired. It was a joy to work with Alberto — he's a very talented designer who puts a lot of emphasis on the theme, but still comes up with very novel mechanics. It took almost a year to finish the illustrations, because for me this was a special game.

MH: They're incredible! Can you talk about the design process?

PS: My first part was documentation. I looked at all of the *Strogoff* material I could...movies, the TV series, and several covers of the book. Then, I incorporated elements of typical 19th century Russian designs. The first paintings were for cards, and I opted to design the route cards (Siberia, etc.) inspired by carvings typical of the era.

AC: The process was long because I tried and discarded various ideas. I always headed down the path making the game too complicated and showed a few prototypes of different games to the publishers until I got the green light. We then polished the game with Pedro, who was a huge help because his ideas go beyond the artistic side.

MH: When you were younger, what were some of your favorite games? Are there games specific to Spain that aren't well known elsewhere?

AC: I played traditional games with my grandparents like *Parchesi*, *Dominos*, card games...and later discovered others like *Monopoly* and *Risk*. This carried me to modern board games.

PS: In the 80's, Spain went through a great stage of the hobby when a lot of Spanish publishers promoted via television and sold multitudes of games. Some of them were "adaptations" of other popular games that are remembered by my generation as the originals. I especially liked games from the publisher CEFA because they had evocative illustrations. We played games like *Misterio* (basically *Clue*, set in a haunted castle with monsters), *Alerta Roja* (like *Scotland Yard* with secret agents), and *En busqueda del Imperio Cobra* (a fantasy game that was recently re-published and...well, some things are better left to memory).

Currently, I have a collection of more than 500 games, and I try to play whenever I can. My work and family don't leave me as much time as before, but I try to play on Saturdays. The games that always end up on the table are *Kingdom Builder*, *Viticulture*, and *Topoum*, and we look forward to playing *Pandemic Legacy*.

...

Alberto Corral is an experienced designer, including the inventive Castaways. Pedro Soto is a prolific illustrator and artist. Recently he illustrated Devir's Holmes: Sherlock & Mycroft. Both reside in Spain.



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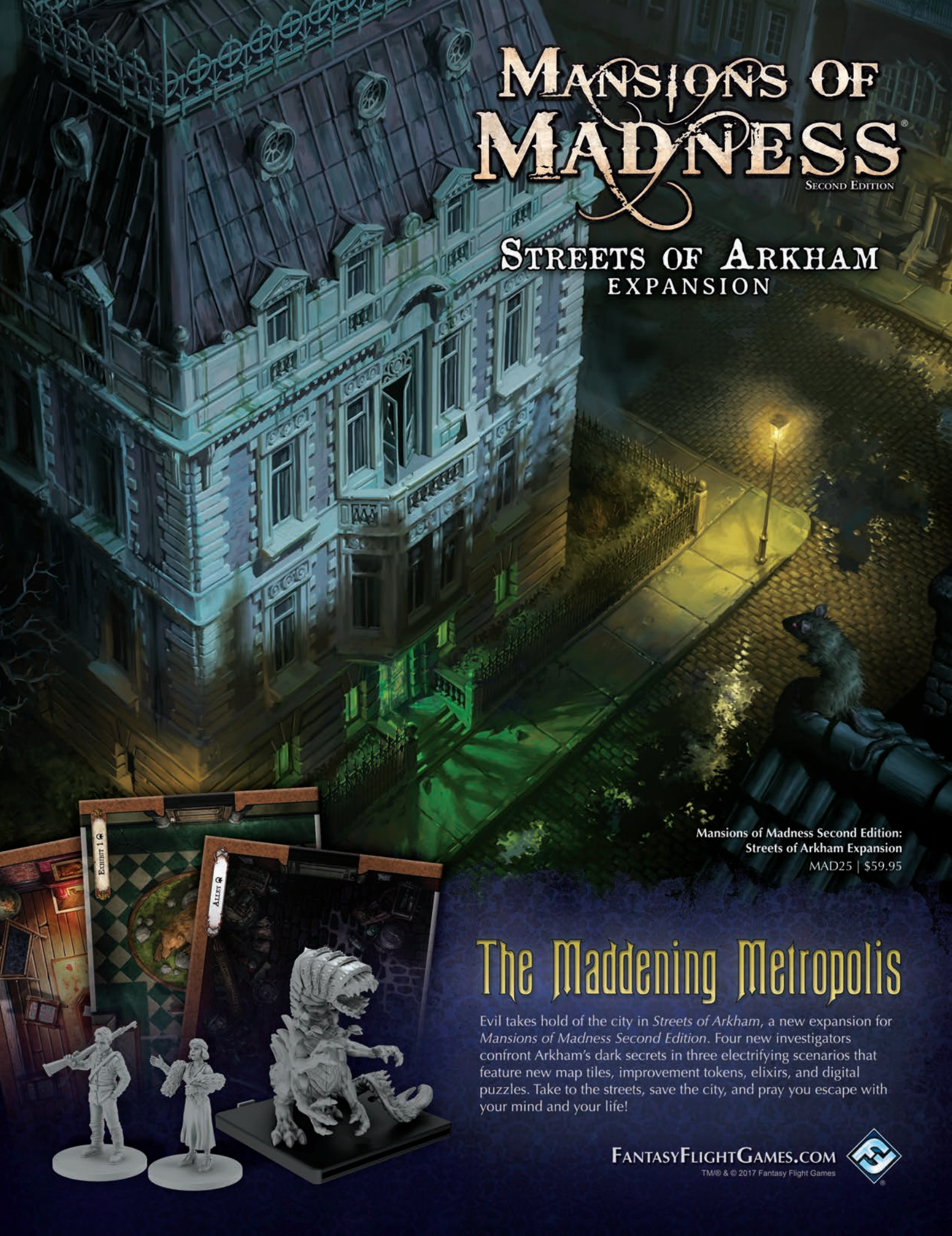
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ANCESTREE: TITAN SERIES GAME

CLP 132 PI | Available August 2017!

In 2016, Calliope Games released the first three games in the *Titans of Gaming* series: *Hive Mind*, *Menu Masters*, and *Running With the Bulls*. Now in 2017, Calliope Games is back with three more games in the Titans series — *Ancestree*, *Capital City*, and *Shutterbug!* This month, we preview *Ancestree* by Eric M. Lang.

When setting out to design his game for the series, Eric was looking to create an easy-to-learn game that would play in about 30-minutes. He wanted to explore drafting and tile-laying mechanics and soon had a game he thought might be right for the series. He gave it to his playtesters, who tried out the game, played it over and over, and came back to him with the feedback, "Yeah... it's good."

Eric's response: "So, you didn't like it?"

The playtesters said, "No, it's ok."

Eric: "So, not great."

Playtesters: "Eric, it's fine."

No designer wants to hear "good," "ok," and "fine" connected with his game, so he mentioned the situation to his wife Sonja. "Well, genealogy is a really great theme," she replied. "What about designing a game about family trees?" Eric asked, "If I design a game about genealogy, will YOU play it with me?" It's important to understand that Eric's wife plays games, but isn't a gamer. She agreed, and Eric began to redesign a game about genealogy that not only played as well for two players as it did for six, but was a game that his wife would love, too.

This time, the game came together in a way that felt much better than good. With an easy-to-teach ruleset and challenging decisions, this game played in about 30 minutes and scaled perfectly for 2-6 players. The design was sent to Calliope Games, who began additional playtesting and got the ball rolling on the art and design element of the project.

Larry Elmore (<http://www.larryelmore.com/>), a 40 year industry veteran, was commissioned to do the artwork for *Ancestree*. He was drawn to the Titan Series from the beginning, but became even more excited when he heard the vision for the game's look and feel. Working outside of his normal style, he was excited to create a number of line portraits inspired by 18th century satire. Larry soon found that the project was much more of a challenge than anticipated. Using an "etching" style and look, he needed every line to be perfect. Additionally, he would be handing his art to another artist who would create stylized period borders

for his drawings. Rising to the challenge, Larry came through in a big way, delivering a beautiful set of generational portraits. Elmore fans will be excited to know that one is a self-portrait!

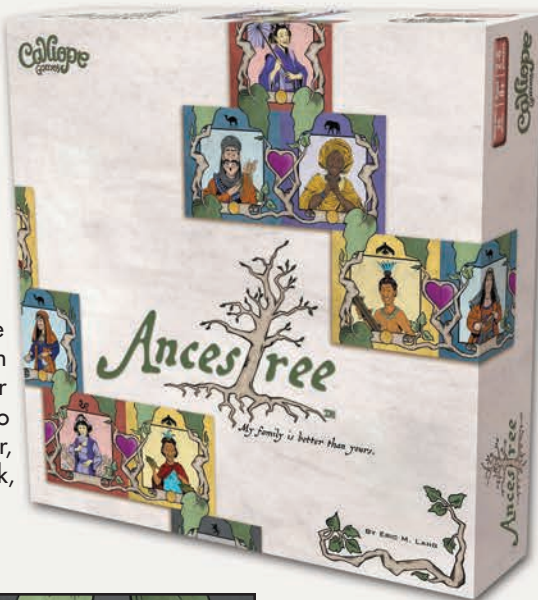
Next to the project was Adelheid Zimmerman (<http://store.draupnirpress.com/>), talented graphic artist and designer, who would bring Larry's work to life by coloring the pieces true to the style. She designed the fancy borders that incorporate specific icons required for gameplay; yet her work was only beginning. She also designed the tokens, scorecards, icons, and overall game presentation to fit the vision and style requested by the Calliope team. Inspired by the game and the final art, Adelheid has begun work on a series of copper plates, each representing one of the five families in *Ancestree*; she will be producing these five limited-edition, hand-colored prints in conjunction with Calliope Games and Draupnir Press with a period-correct letter press. More to come on that later!

Excited about the Titan Series as a whole, Ray Wehrs – President of Calliope Games states

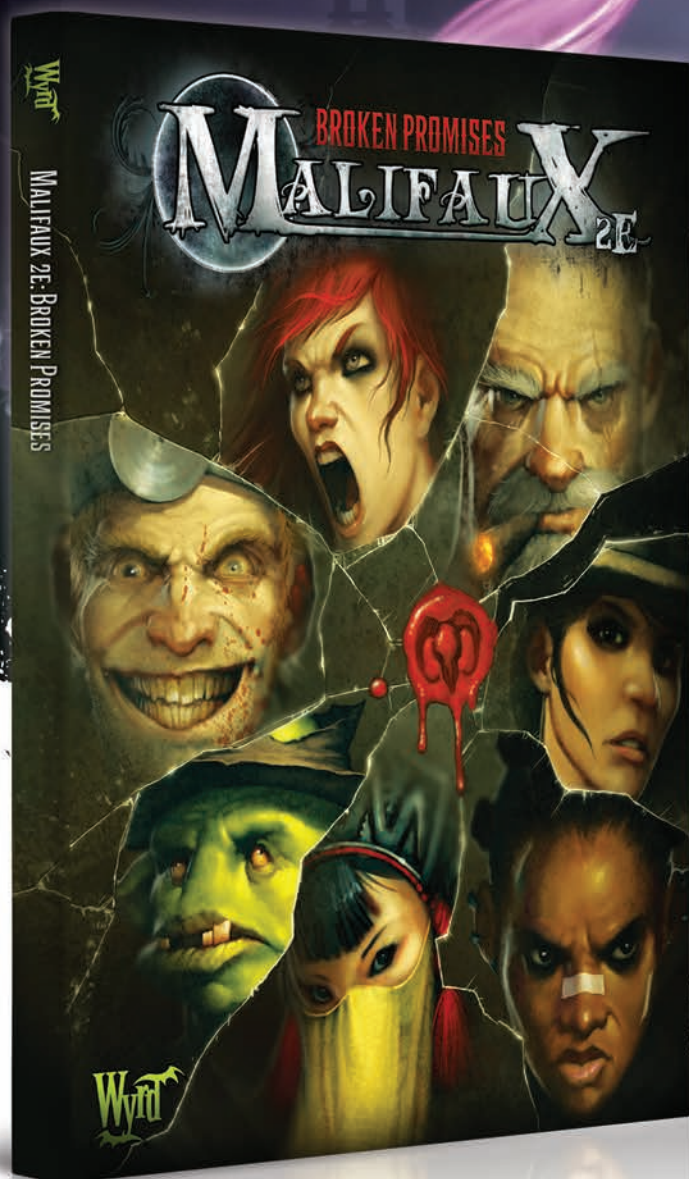
"*Ancestree* is an exceptionally easy tile-drafting game that is layered with strategy and is simply beautiful to look at... how could it not be? It's been a labor of love for Eric, Larry, Heidi [Adelheid], and the entire Calliope team. I'm extremely proud of the game and all the people who influenced it!"

Ancestree is a tile-drafting/laying game played over three rounds. In each round, the players start by randomly drawing six tiles. After examining the tiles, each player selects one of the tiles and passes the remainder to a neighbor (left in the first and third round, right in the second round). Simultaneously, all players reveal their tile, place it into their family tree, and then pick up the stack passed to them. This continues until the players receive two tiles. One of the two tiles is attached to the family tree, the other consigned to the dustbin of history (removed from the game). Now each player scores their family tree. They're awarded both for the most generations of similar families and for accumulated wealth. After three rounds, bonuses are awarded for marriages. The player with the most splendid family tree is the winner!

Ancestree is a perfect introduction to tile-laying and drafting games. It's easy to teach new players and offers seasoned gamers engaging strategic choices. With a 2-6 player count and play time under 30-minutes, Eric Lang's *Ancestree* is a surefire hit for all players.



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HOOD

SWASHBUCKLING ADVENTURES IN SHERWOOD

HOOD: SWASHBUCKLING ADVENTURES IN SHERWOOD
FLG FTG130\$39.99 | Available September 2017!

Hood: Swashbuckling Adventures in Sherwood is a larger than life game about the legendary outlaws of Sherwood and Barnsdale. Players use a descriptive and collaborative system to build stories instead of the normal "I attack" task resolution. This system will appeal to anyone that wants to recreate old theatrical sword fights, moments of tension, and perform incredible larger than life maneuvers.

HOW DOES THE GAME PLAY?

In *Swashbuckling Adventure in Sherwood* the players create a story pool to visually show how they're performing actions. On their turn, instead of the standard "I attack" rote of RPGs, players build a story. First they select a skill. Then they pick a physical or personal trait that's helping them accomplish the task. Next they choose a virtue or vice that is compelling them to action. Then there's stunts, the heart of the game, which is a visual description (remember it's swashbuckling!) of the action you're attempting. Finally, the player adds a piece of equipment to aid them.

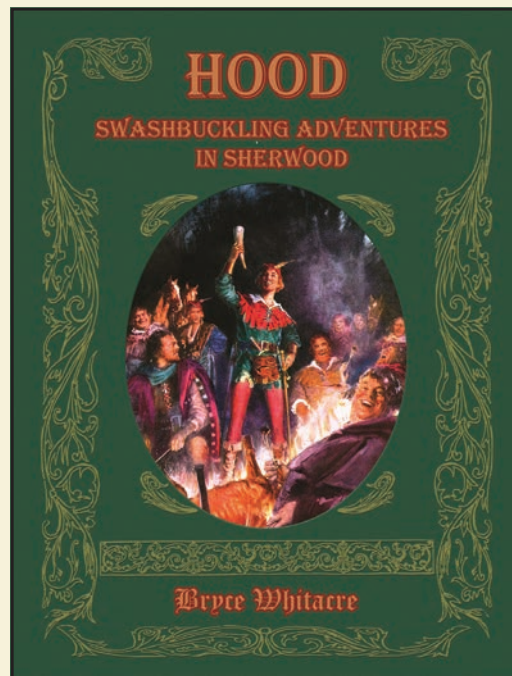
Example: Cyril the Black of Barnsdale wants to attack his enemies from the forest canopy from above. The player explains that he's doing this with his Climbing Skill (D10), given the fact that his is 'thin and energetic', a D8 physical trait. He's also doing this because he's compassionate for all the people that have suffered under the sheriff's hand (he has the Virtue 'Compassionate' at D12). This attack is a brand-new stunt he's created called 'Death From Above', so he writes that into his stunts, and adds 2d4 to the pool (this is the beginner dice for new stunts). Finally, he's using the rope he stashed in the tree earlier at a 'good' quality, which adds another d6 to the pool. He then collects them all and rolls! 1, 2, and 3 are failures, all other numbers are successes!

THEN WHAT HAPPENS?

Although *Hood* is a completely new design, the one thing we wanted to include from our *Baker Street* design was the Icon Die. So, you add special D6 to the roll that features, 1, 2, 3, Lady Marian, Robin, and the Evil Sherriff. Each result has a unique impact on the die roll that can change the player's story.

WHAT'S YOUR FAVORITE PART OF THE GAME?

It's when the PCs and their rivals get the same number of successes. It triggers a 'clash of blades'. It's that moment on film when the hero's sword crosses the enemy's blade and they engage in a battle of witty barbs and showy swordsmanship. We have a very simple, 30-second dueling system in our Clash of Blades system that lets the player grab the limelight for just a moment and then return the action to all the players.



WHAT'S IN THE PRODUCT LINE?

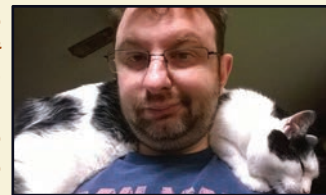
Currently, the core book features all the rules you need to play the game, plus three adventures to get your started. We also offer the specialty die (like the Sherlock Die from *Baker Street*) and a Deck of Cards called the Sherwood Deck. This deck, while not mandatory to play the *Hood*, organizes the elements of the game like conditions, adds Merry Men you can recruit to the cause after every session, and special combat and non-combat artifacts to make for a more memorable play experience.

AND THE ADVENTURE INCLUDED WITH THIS ARTICLE?

The following scenario is an Introductory adventure for new players trying *Hood: Swashbuckling Adventures in Sherwood* for the first time. It features Allan-A-Dale, a wondering minstrel that Robin and the Merry Men help to rescue his lady love from an unscrupulous knight!

...

Bryce Whitacre is a game designer living in Fort Wayne, Indiana. Among his credits are the French and Indian War and the Defeated Dead for Rogue Games and Baker Street: Roleplaying in the World of Sherlock Holmes.



THE WEDDING OF ALLAN-A-DALE

BY BRYCE WHITACRE

Overview

This adventure begins with an unconventional robbery that might very well catch the company off guard, since what they thought would be an easy robbery is a cleverly disguised ambush against them. Complicating matters is the fact that they are outside the forest on a heavily patrolled road so the Sheriff's men are likely to become involved and overwhelm the company if they don't get the robbery under control quickly.

Schemes within Schemes:

Each time this card is drawn, add two extra guards (no armor, d4 stats) to Sir Steven's castle entourage.

Scene #1 Just Outside the Forest

"Lately you have made a name for yourselves as some of the best thieves in Robin's band. So much so that the local villagers and royals have dubbed your little group Robin's Rogues. (Each player gains a D6 Infamy for the adventure). Royals and tax collectors have been avoiding the forest for the most part, so this has emboldened you to rob just outside the forest along the patrolled roads to further your infamy."

"Today you find the Baroness of Butler on the main road with a tarp covered wagon, undoubtedly hiding some rich finds for the right kind of thieves. She is a staunch supporter of Prince John, and has nothing but disdain for the men of Sherwood. The robbery should be easy as it's just the Baroness and one sole man driving her in the wagon and guarding her from harm. He wears medium armor and

carries a longsword."

The company can try whatever little crafty plan they want to rob the Baroness. What they don't know is that she has a surprise for them.

When it's the Baroness's turn she says, "Ruffians of the forest, your day has come, I will see you dead or hanged for robbing your betters". And with that, men concealed under the tarp spring up, throwing the cover off the wagon and immediately taking their actions. Each man is armed with a bow and shortsword. They all take their turns as soon as they are uncovered.

Armed Guards Henchman (number = to the company)

No Armor

D6 attack/defence

Baroness's Driver and Escort

Medium Armor

D8 attack/defence

At the start of the third round, read the following:

"Someone has heard the commotion and fighting as you can hear the sound of many horses traveling in your direction. Your intuition tells you that this is most likely the Sheriff's patrol and they may have numbers greater than yours. You have only another couple of rounds to finish up here or you may be finishing your lives in the dungeons below Nottingham Castle."

If any of the company can check the wagon, it's empty and devoid of any treasure. In fact it's very clear this was just a ruse to catch the company out in the open. Retreat is the best course of action.

Sheriff's men (number = to the company + 1/2 more)

Light Armor

D6 attack/defence

Give each person that doesn't end up captured a point of Pluck.

Scene #2 Back at Robin's Hideout

"You are disheartened by the battle you were forced to retreat from, although ultimately this is only a minor setback. Your scores have been bountiful of late, and not every robbery can be successful. You return to Robin's camp with the news of the ambush and find Robin speaking with a man.

If the company tells Robin of their misfortune:

"Friends, do not ye despair, for the Sheriff and his allies are a careful and shrewd lot and today is not a day to despair. This be Allan-A-Dale who has come to us with a problem and I was just about to listen. "Robin turns to the young man, "Methinks thou art over young to be perplexed with trouble. Come sit thou here beside me, and speak at thine ease."

"I hail from York to the sweet vale of Rother, traveling the country as a minstrel. I would stop at castle and hall and farmhouse to sing for food and drink. It was at such a farmhouse I sang for a maiden as pure and lovely as the first snowdrop of spring. She pleaded with me to stay and over time she and I spoke of love. It was only a fortnight ago that we pledged to be true to one another forever, my sweet Ellen. We broke the news to her father and he be a furious man; he had already arranged for his daughter to marry a knight named Steven of Trent. The knight had loved her from afar for many moons. He threatened me with my life and took her to the keep of Sir Steven, where she remains under lock and key to be wed against her will."

You all listen in silence. So simple are the poor boy's words, and so deep his sorrow, that even Little John feels a knot in his throat. John stands and says "By the breath of my body, I have great part of mind to go straightway and cudgel the nasty life out of the body of that vile Sir Steven!" "Little John," says Robin, "We have business in Barnsdale, but what say you to letting our friends swing the cudgel and save the damsel?" Robin looks in your direction. "Seems like a fair and fine task for those named Robin's Rogues."

The company can respond that they will take the case. If they do, give them all two Pluck, tis such a fine, true thing to stand for love.

Scene #3 Trent and Sir Steven's Castle.

The small keep of Sir Steven is near the modern day city of Chellaston. This area is famous in Robin's time as being one of the possible places he was born. A small village is near the keep and while there is not much in the way of taverns, blacksmiths, or merchants, there may be villagers sympathetic to Allan-A-Dale's cause. Sir Steven is not well liked by the locals and he keeps them in line with fear and intimidation.

There's no right or wrong way to approach the company's operation here. They may use subtlety or brute force to rescue the damsel. What we've outlined here is the opposition.

The castle itself is an old Norman keep. Very old, crumbling walls surround the castle. A quick climbing check gets you easily over the walls. No one even guards the walls, so unless it's broad daylight the company will probably not be spotted. The keep itself is divided into two halves with an entrance to the right half in front of the castle, and an entrance to the left half at the back of the castle. Once inside the castle there is no way to access the other half except for a secret passage on the second floor. Each entrance is guarded by 4 men, wearing no armor, and short swords.

Entrance Guards:
No Armor
D4 attack/defence

The left side features a long gallery when you walk into the entrance, turning to the right leads to the chapel, then accessing the other door in the chapel is a series of servants' quarters off a long hallway, then another corner, with a kitchen and storage area, and around the final turn leading back to the front gallery, another set of servants' quarters. The middle of the castle is a giant feast hall. Stairs are accessed in



the chapel.

The second floor features rooms for visiting servants, the top floor consists of suites for visiting royals. Ellen is not to be found here. In fact the top floor is currently empty of anyone.

Notable Persons: There are three of Sir Steven's best men eating in the feast hall when the company arrives. If they are alerted to anything they come to Sir Steven's aid.

Sir Steven's best men
Light Armor
D6 attack/defense.

One the right side one enters a great chamber filled with paintings, chairs, and tables; a reception area. Reaching the corner on the right you move into another hallway that becomes a great hall, reserved for dances and entertainments; turning again leads to the the granary which is normally shut off by double doors so visitors can't access it. On the other side is a weapons hall. The middle area is an audience chamber.

The second floor features a small library (this is where Sir Steven will be) and private chapel. In the

library is a secret passage that links the two sides of the castle together. The top floor, similarly to the other half of the castle, is comprised of suites. It's here that Ellen has her own room. There are two guards posted on her bedroom, with the same abilities as the entrance guards.

Entrance Guards:
No Armor
D4 attack/defence

Sir Steven
No Armor (he wasn't expecting an attack)
He begins any fight with SM and Pluck equal to the number of the company.

Skills:
Swordplay: D10
Dodge: D12
Physical Traits: Strong Arms: D10
Personality Traits: Wiley D12
Virtues: Pious D10, Logical: D10
Vices: Lustful D12, Greedy: D8
Equipment:
Longsword: D10

Tactics: If Steven is outnumbered he calls for guards. All available guards will converge on the library at the end of the following round (meaning the company will have a full turn before they arrive). If he receives a second wound he will use his secret passage to escape to the other part of the castle.

Steven has access to the 4 guards and each entrance, and the men in the dining hall (11 total if the company hasn't dealt with any of them.)

Scene #4 Over the River and Through the Woods

If the company can make an escape and Sir Steven is still alive he will call for the rest of his men in the village (10 more, no armor, D4 attack/defence) and ride after the company. It will take him a few minutes to arrange all this but then the company may have a chase scene on their hands.

There's no scripting the way the chase scene will go

but here are some fun things that can happen in the chase.

Steven and his men are on horses. This makes them likely to eventually catch up to the company. Start with the company spotting them about 3 rounds away from catching them. Steven's men will attempt to shoot arrows using their D4 attack skill until they can get close enough.

The company should use the river Trent and maybe the forest line a couple of rounds away to make their escape. They can stop to fight if they would like but they may be outnumbered.

When things look almost lost, arrows from the forest line begin to even the odds. Robin sent Will Scarlett and a few of the Merry Men to assist with the escape.

Scene #5 Back to the Hideout

You return to the hideout of Robin. There you find Robin taking off a blindfold of a man in robes. He looks in your direction. "What ho! You have succeeded in thine quest, let me look upon this lass. By the stars she is most beautiful. If Allan-A-Dale was not a loyal and stout fellow I might have the lady myself." The men of Sherwood let out a bawdy hoot. "Here by lilies in the cheeks, and roses such

as befit a bonny bride, But I fear she does not wish to marry me!"

"I do not my good man," Says the woman, "Yet for your kindness I offer you my last kiss as a maiden" and she kisses Robin and the Merry Men continue their loud bawdiness and hooting.

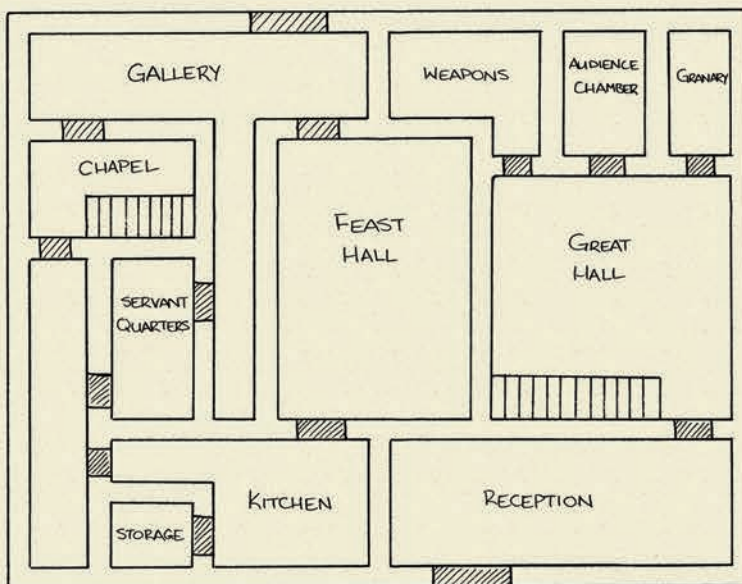
"Well it would be no fit wedding for you my dear, for I am not your true love, Allan-A-Dale. Hasten to the cave, you will find clean water in a bowl, fix yourself for vows to be exchanged."

"I will NOT perform this ceremony!", says the man in the robes. "You are all outlaws and abductors! I will see this fellow whipped for his saucy tongue and bold speech!"

"Hold thy tongue bishop, less you lose it!" says Robin, "you are a rich man, made wealthy by tithes and other worldly promises. You saw how easy we took thee, do you think we do not see your coin purse? I hold my fellows here, the Robin's Rogues, to stand by you Bishop to assure the words you say are of love and marriage. If he doth stray my lads, relieve him of his purse, and his tongue "

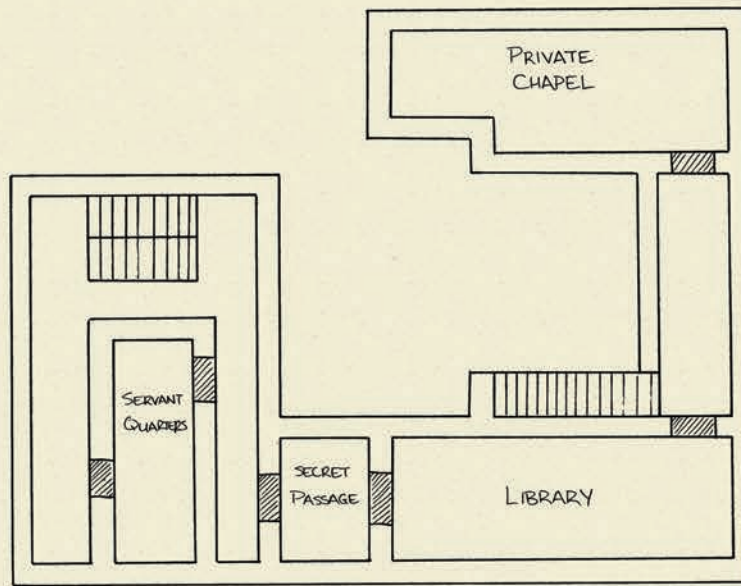
Alan and Ellen were wed and that night there was such a feast held in the Greenwood, as Nottinghamshire never saw before. They lived a happy life thanks to Robin and his Merry Men.

Castle Maps:

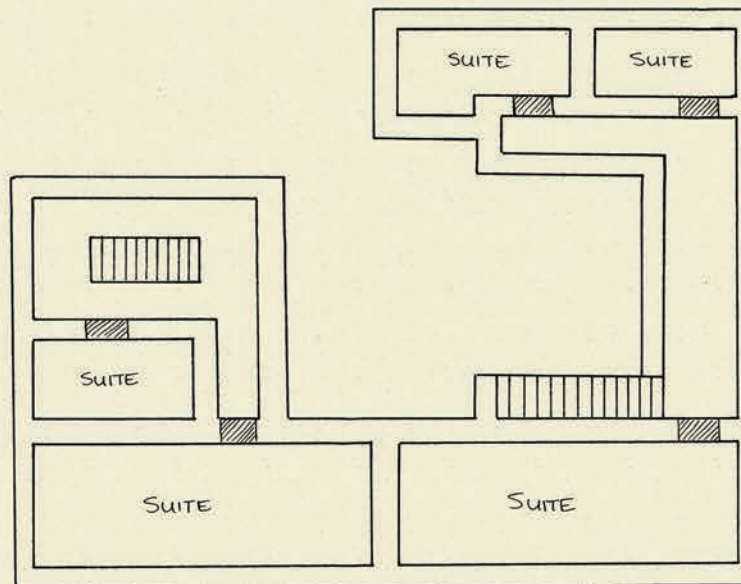


Ground Floor

Castle Maps:



2nd Floor



3rd Floor

MARVEL The MIGHTY THOR THUNDERS ONTO THE TABLETOP IN 2017!

In August, *Marvel HeroClix: The Mighty Thor* calls to battle the brave warriors of Asgard — Thor, Sif, The Warrior's Three — to fight Loki, Hela, and many other evil forces that threaten the Nine Realms! In November, *Marvel Dice Masters: The Mighty Thor* rocks Asgard with dice-battling mayhem!



MARVEL HEROCLIX: THE MIGHTY THOR BOOSTER BRICK

WZK 72677 \$132.90 | Available Now!

HEROCLIX

First, we'll take a look at August's *Thor HeroClix* offerings. This new expansion set to the popular *HeroClix* miniatures game — now celebrating its 15th Anniversary year — includes many exciting features:

- **Super Boosters** — WizKids returns to the realm of Asgard in a big way this fall with the return of Super Boosters! The *Marvel HeroClix: The Mighty Thor* booster release includes eight (8) new Colossal Figures found exclusively in *Marvel HeroClix: The Mighty Thor* Super Booster packs — each booster brick contains one Super Booster featuring one of eight exclusive Colossal figures.
- **New Weapons & Equipment** — The legendary wielders of Asgard's mightiest weapons come packed with their mythical weapon! Thor comes with *Mjolnir*, Loki with his Staff; use them to unleash the power of these mighty weapons or add them to your arsenal for other teams of your own choosing.
- **Updated Rules** — The *Marvel HeroClix: The Mighty Thor Starter Set* comes with a brand-new 2017 *HeroClix* Rule-book featuring simplified terminology, a streamlined ruleset, and defined sequences of actions within a turn.

MARVEL HEROCLIX: THE MIGHTY THOR BOOSTER PACKS

Each *Marvel HeroClix: The Mighty Thor* booster pack contains five *HeroClix* figures to add to your collection or expand your roster for casual and tournament play. With over 70 new figures to collect, the set includes:

- 16 Common figures (plus one Prime)
- 16 Uncommon figures (plus one Prime)
- 16 Rare figures (plus one Prime)
- 12 Super Rare figures (plus one Prime)
- 8 Chase figures
- 8 Colossal figures
- 24 Weapon Objects (included with select figures in 5-Figure Boosters and Super Boosters)

In addition to the main Asgardian theme, some sub-themes within the set are the Eternals, the Wrecking Crew, and the Masters of Evil.



MARVEL HEROCLIX: THE MIGHTY THOR SUPER BOOSTERS

Surtur the Fire Demon, Ymir the King of the Frost Giants, and other monstrous foes from across the Nine Realms seek to destroy Asgard! Eight exclusive Colossal *HeroClix* figures can be found inside each of the special *Marvel HeroClix: The Mighty Thor* Super Boosters. Each *Marvel HeroClix: The Mighty Thor* booster brick contains one Super Booster that can be sold as part of the brick or individually. These Colossal *HeroClix* figures tower over the standard size figures and add new game play strategy with their unique retaliation effects.



MARVEL HEROCLIX: THE MIGHTY THOR WEAPONS & EQUIPMENT

Asgardians... to arms! Characters within the *Marvel HeroClix: The Mighty Thor* set will come with their legendary weapons allowing them to utilize their signature weapons in battle. However, if they should fall in battle... beware! Your opponent can pick the weapon up and use it against you!



In addition to weapons being packed with their legendary wielder figures, Super Boosters will contain generic versions of weapons — such as a sword, axe, hammer, or spear — that can be played with any character on your *HeroClix* team.



MARVEL HEROCLIX: THE MIGHTY THOR STARTER SET

Choose your team from Thor, Captain America, Iron Man, Hulk, Hercules, and Loki and square off against a friend as you learn how to play *HeroClix*. The *Marvel HeroClix: The Mighty Thor Starter Set* comes with everything two players need to start playing — six pre-painted miniatures on combat dials, character cards, a double-sided map, dice, rulebook, and a Powers and Abilities card, plus an exclusive Asgardian Shield 3-D object. Figures in the

starter set are designed for novice players — with team-building friendly point costs and easy-to-pilot dials — and are also great for experienced players to expand their collection with new versions of some favorite characters.

The 2017 *HeroClix* Rulebook included in this starter set is a newly revised version of the *HeroClix* Core Rulebook. WizKids has been working with their players and playtesters to develop more comprehensive terminology, a streamlined ruleset, and defined sequences of actions within a turn. In the past year, WizKids has rolled out a number of the updates that are being made through a series of articles on its website. Fans of *HeroClix* will be eagerly awaiting the release of this starter set for the first printed copy of the new 2017 *HeroClix* Rulebook. The release of the new 2017 *HeroClix* Rulebook will be a great benefit to seasoned players and also marks a great time for new or returning players to take a fresh look at *HeroClix*.



MARVEL DICE MASTERS: THE MIGHTY THOR DRAFT PACK

WZK 72525 \$79.92 | Available November 2017!

MARVEL DICE MASTERS: THE MIGHTY THOR COUNTERTOP DISPLAY AND GRAVITY FEED

Marvel Dice Masters: The Mighty Thor is the first release where stores will be able to purchase both traditional Gravity Feeds and Countertop Displays featuring Draft Packs. Stores should consider the purchasing habits of their players when deciding how much of each product to carry. If customers regularly purchase more than \$10 of *Dice Masters* at a time they will probably lean toward draft packs, while those purchasing less will continue to open foil packs from gravity feeds. Customers looking to have a complete set will need to collect the Basic Action Cards only found in draft packs. Stores that are still unsure may look at the purchasing patterns of other games to determine the proportion of gravity feeds versus countertop displays.



The Basic Action Cards found in *Marvel Dice Masters: The Mighty Thor* include some all-time favorites mixed with soon-to-be-new staples in your *Dice Masters* matches. Returning Big Entrance both discounts your purchases and accelerates your ability to use newly purchased dice by placing them in your bag. Villainous Pact will help Absorbing Man and his evil friends attack unblocked while providing a global to prep a die from your bag. Players looking to get characters from their used pile into play quicker will be able to leverage the new Basic Action Don the Helm to roll a character from their used pile for a chance to field or prep the character.



To better represent the durability of the Asgardians, *Marvel Dice Masters: The Mighty Thor* debuts the keyword 'Immortal'. Immortal characters will go to a player's bag rather than their Used Pile except when purchased. Sif: The Stunning is Immortal and gets a bonus +3A while Thor is active. Proof that you can't have too much of a good thing, Hela: Stealer of Souls can provide all of a player's character dice Immortal.

The introduction of draft packs creates a focus on drafting strategy. To accelerate a team, Pepper Potts: Virginia provides players the opportunity to draw an extra die at the beginning of each Clear and Draw Step, while Heimdall allows players to prep Sidekick dice with his Global Ability. Don't pass up Karnak and Chimpunk Hunk. For cards that win games, Jarnbjorn: And My Axe may be the most impressive. Jarnbjorn doubles a character's printed attack until end of turn. If you were unable to draft Jarnbjorn you may want to consider Kate Bishop: Hawkingbird for her Global Ability that allows you to stop an attacking character die from attacking.

Marvel Dice Masters: The Mighty Thor features over 130 cards and 40 characters with a focus on draft play. Grab some friends and head to your local gaming store — you could draft a Super Rare character from Earth X!

Two different games, one great Thor flavor!



EX LIBRIS

ADAM P. MCIVER

EX LIBRIS

RGS 00577 \$60.00 | Available Fall 2017!

With so many new games on the market, how do you know if a game is right for you? It's a *great* problem to have. A bit of research can make the difference between a game that finds its way to the table regularly and one that collects dust in the corner. In September, Renegade Game Studios will release *Ex Libris*, a unique game set in a ponderous fantasy setting. Will it be the next hit on your gaming table?

Ex Libris is for fans of worker placement games who are looking for something a bit different. You won't be placing a worker to get a brown cube, then placing another worker to turn it into a slightly darker brown cube.

the card that will give you favorable categories but cuts off an entire group of letters, or do you shelve the card with fewer books that makes your shelf more stable? If you take too much time trying to cultivate the perfect bookshelf, your opponent may race to trigger the end of game, overshadowing your quality with quantity. Striking a balance between the five scoring opportunities is important, but hindering your opponents from doing the same may be even more so.

Ex Libris is for anyone with a sense of humor. Across the 152 book cards you'll find 510 unique book titles, such as "Nancy Druid, An Incomplete Guide to Procrastination", and "The Graverobber's Guide to the Galaxy". If your opponent is taking their time pondering a particularly difficult decision, entertain yourself by reading the titles in your bookshelf. With most bookshelves



Your assistants will gamble, take risks, investigate mysteries, make donations, initiate drafts, win auctions, and even make wishes. The game mechanics of each location integrate so seamlessly with the theme that you'll feel like your assistants are partaking in little adventures and interacting with interesting locals on their search for valuable books.

Ex Libris is for gamers who appreciate replayability. The 18 location tiles will appear in a completely different order every game, forcing you to adapt your play style, accordingly. You'll use one of the 12 special assistants each game, giving you a unique ability your opponents won't have. Of the six randomly dealt categories of books, players will compete for the most of one type, trying to avoid collecting banned books while attempting to accumulate as many books of their secret focus as possible. All of these variables add up to thousands of different possible permutations - no two games of *Ex Libris* will play, or feel, the same.

Ex Libris is for players who love a good challenge. Building your bookshelf is a constant puzzle of shifting priorities - do you shelve

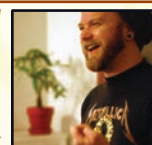
containing only a few dozen books each game, you'll be discovering new titles each time you play.

Ex Libris is for anyone who's walked into a used book store, empty-handed, and left with "priceless treasures" they couldn't live without. It's for anyone who gravitates toward the host's bookshelves at a party, especially anyone who fights the urge to alphabetize said bookshelves. It's for anyone with a love for both books and board games.

Ex Libris may not be a game for everyone, but chances are it's the game for you.

...

Adam P. McIver is a game designer, illustrator, and graphic designer hailing from the Cincinnati area. His first published game design, *Coin Age*, was a surprise hit on Kickstarter, and won a Golden Geek award in 2013. Since then, he has created art and design for over two dozen games, including *World's Fair 1893*. *Ex Libris* is his second published game design, with many more on the way.





SHADOWRUN ZERO DAY



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CTHULHU WARS

A SANDY PETERSEN GAME

CTHULHU WARS: CORE GAME

PTG CWCG \$179.00 | Available TBD

Before *Cthulhu Wars* was released, I recall many comments on forums expressing excitement over the game. But there was also caution that while the miniatures looked great, the gameplay might be mediocre. It was as if many believed there was some Karmic balance that needed to be justified, that if a game had great components and huge, gorgeous figures the developers would have naturally spent less effort making sure it was fun to play. When the game finally arrived, there were two new refrains repeated: that the figures look even better (and bigger) in person, and that the gameplay far surpassed even the excitement of the figures.

Several things surprised players about *Cthulhu Wars*. First, it deceptively appears like a titanic strategy game that takes hours to play. The reality is that setup takes mere minutes, and an entire game (with up to four players) can last under 90-minutes. You can literally start playing as soon as you open the box, and more to the point, you immediately begin making interesting decisions and interacting with other players.

While *Cthulhu Wars* is simple to learn, the strategy runs deep. This is partially due to the stunning asymmetry of each faction. Every player controls unique monsters and one or more Great Old Ones, but also a selection of powerful and influential abilities, no two of which are the same. Furthermore, abilities are gained in different ways for each player. You can vary from game to game the order in which you achieve each one, depending on your strategy.

This great reliance on special abilities and radical asymmetry ironically didn't lead to a small amount of faction and expansion material. *Cthulhu Wars* boasts more than 20 expansions that include new factions, maps, mercenary units, and abilities. There's a stunning diversity in these expansions, allowing even slightly different combinations to dramatically change the game experience. One of my favorite reviews of the game by Michael Langlois (designer of *Fireteam Zero*) had this to say: "You would think that [adding expansions] would quickly become a convoluted mess, but Sandy has managed to create a system that provides complexity without complication. The unspeakable horrors that you summon integrate neatly into any of the factions, providing the expected benefits that are common to all creatures, plus a specific power or two that work within the existing gameplay as you would expect. You get clear and usable options, rather than puzzle pieces that don't fit."



The fan response to the elegance of the rules has been overwhelming - the core rules almost invite your imagination to invent new units and abilities to experiment with. Since the game has been on the market - arriving in 2015, just over two years ago - there's been well over one hundred fan-made units, unique abilities and entire playable expansions invented. These are posted on forums such as BoardGameGeek.com where ideas are shared to experiment with.

One feature not to leave unspoken is 'theme'. Sandy Petersen, the designer, not only co-created *Call of Cthulhu*, the first game about Lovecraft's Mythos, but also spent over three decades making games and incorporating aspects of the Cthulhu Mythos in all his games. He's a master at intertwining theme and gameplay. Here's an example from the early stages of development: Sandy noticed that Cthulhu's faction needed to have a good defense against scavenger factions like Crawling Chaos. His solution was the Devolve ability which allowed Cthulhu's non-combat cultist to transform into a Deep One (monster) as an instant effect between turns. This solved the balance issue between the factions, but it was also in line with the lore of the Deep Ones who, in the original story, began as humans, then devolved into monsters over time. Every faction, unit, and ability was carefully balanced to call out features of the Cthulhu Mythos while simultaneously serving the gameplay.

Cthulhu Wars' underlying quality of playability is now (in)famous. Many players love to paint the amazing figures, and the high-quality art and other production values are more than solid - they're top-notch! It's not the least expensive game on the market, but it delivers on the price with incredible replay value. It's never the same game twice. Dozens of reviews are available online, as well as many images, so it's easy to find out for yourself. Happy gaming!

...

Arthur Petersen is the eldest son (not to be confused with Elder Thing) of renowned game designer Sandy Petersen. Arthur was part of the development and playtesting of *Cthulhu Wars*. He is a fulltime employee of Petersen Games.

28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy



Blood & Plunder

Blood & Plunder is a 28mm miniature war-game set in the New World during the 17th century. Featuring an innovative initiative system and simple and intuitive rules. This fast paced, highly tactical ruleset can be played on your average kitchen table in about 2 hours and is sure to appeal to both casual and competitive players.

"This game captures the feel of pirates"

BEASTS OF WAR

"Innovative, Dynamic, Fresh, Cool, Brilliant."

D6 GENERATION

"We give Blood & Plunder 4.5 out of 5 stars"

MINIATURE MARKET

"Blood & Plunder is a breath of fresh air."

SOME GUYS AND A FILTHY MAGE PODCAST

"We backed Blood & Plunder for ship to ship battle and it didn't dissappoint. Great fun, tactical and intense."

BRIAN MCGONIGLE BLOG

"The casting is beautiful"

JAYADAN.COM

"WOW!"

"We really like these rules"

SKIRMISH SUPREMACY



FALL 2017 SIDEKICK NIGHT EVENTS

WizKids is announcing a 2nd round of significantly improved *Sidekick Night* product and events for *HeroClix* and *Dice Masters* in Fall 2017. Results from the first event were impressive, with stores reporting an average of 2.8 new players attending the first night and multiple stores reporting over 10 new attendees.

WHAT'S NEW?

- Any store can obtain one of each kit. Stores may request additional kits as needed.
- Six new players can be supported with either kit.
- New prizes and supporting product for new players.
- Stores should encourage experienced players to attend even if they aren't bringing their own Sidekick.

OVERVIEW

Six new players can make use of the starter product in the kits, which includes everything they need to play a match, rules (quick start for *HeroClix* and Standard for *Dice Masters*), and a PAC card for *HeroClix*. *HeroClix* prizes consist of convention limited edition figures, while *Dice Masters* introduces a new, never-before-released mechanic!

Sidekicks can be of all ages. Anyone who is new to tabletop gaming – or gaming at all – is more than welcome to participate. WizKids will be using its over 100k followers on Facebook, partnerships with key licensors, and other social media to showcase the event, driving players into stores via the WIN store finder. Stores should sign up early and be prepared to pair up Sidekicks attending without a Veteran with a friendly ambassador to their store and the community.

Veteran players who don't have Sidekicks are encouraged to attend to show the diversity of the community and the excitement involved in their chosen game. As with the first round of Sidekick nights, the priority for these events is teaching others the thrill and fun of the game. Prizes will be awarded preferentially to new players and then via lottery.

To host a Sidekick Night at your local game shop, contact your Alliance representative to purchase kits. Advertising materials to host a Sidekick Night at your retailer can be found on the WIN (<http://wizkids.io/sidekick2017>). Stores may order one *HeroClix* and *Dice Masters* kit each regardless of past history with WizKids. There's no recommended entry fee for Sidekick Night, as the focus should be placed on encouraging players to attend.

Extra Sidekick kits may be made available after the initial window, but will not include the extra prizes.

DETAILS

HEROCLIX



The kits provide six identical, 300-point teams, a Powers and Abilities Card (PAC), and a Quick Start Rules Sheet. Other elements needed for play, such as a map, dice, and action tokens should be provided by the store or Veteran players. In order to get a better sense of the game, Sidekicks can look at all sides of their opponents' cards. Options for how to set up the games are available at: <http://wizkids.io/sidekick2017>.

DICE MASTERS



For *Dice Masters*, much like in the *HeroClix* sessions, stores should pick a format they think will work well in their store for playing to learn. Each of the six *Dice Masters Starter Sets* that are included provide everything two players need to begin playing (but, it's more fun if each player has their own). Veterans can help Sidekicks pick which cards to use from their starter (for example, a starter set might include three different versions of a hero, but a player would only use one version on their team). Over several games, the Sidekicks should develop skills independently until they're confident and ready to play with little assistance. Options for how to set up the games are available at: <http://wizkids.io/sidekick2017>.

NOT YOUR AVERAGE GAME NIGHT

Sidekick Night is something special. Discovery and learning are some of the first joys of gaming, and Sidekick Night helps stores and veteran players give that experience to new players. It provides a call to action for existing store players to bring friends and family into an experience where others are also learning and can boost a store's community in these games. New gamers can feel isolated playing amongst veterans in a more competitive setting; Sidekick Night makes *HeroClix* and *Dice Masters* more accessible. Sidekicks can learn the rules at a pace that suits, side-by-side with others experiencing the same issues they are.

For stores, the benefits are obvious. With new players getting involved with tabletop gaming, more sales and excitement can be generated in stores. The survey from the first night showed that 84% of stores who had run Sidekick events intend to run more, and 80% were supportive and hopeful that the program would expand. With this improved program and product, it's expected that results will be even more impressive.

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星刻の LEMURIA

LEMURIA

TTT 2012..... \$34.95 | Available September 2017!

Time can be a fickle mistress. Its inexorable and uncontrollable march forward portends both hope and loss – *hope* as a new generation matures and begins to mold the world in their image drawing upon the teachings of generations before, and *loss* as the old guard reaches its end of time on the planet. For *Lemuria*, time is anything but constant, as its very foundation was built on the Lemurians' abilities to manipulate its flow. This ancient city was built utilizing long-forgotten time control technology using a substance called 'materia'. Materia can be transformed into anything Lemuria's residents can think of. But while the technology necessary to control time has been forgotten, how to use the power of materia has not. The Star Altar is an integral part of the transformation of material, as it marks the passage of time and controls what materia can be turned into. It's up to the city builders to maintain the flow of materia, harness its energy and mystical powers, and continue to grow Lemuria into the grand city it has always been.

As one of the city builders in *Lemuria*, you have one year to gain control of the Star Altar and its arcane technology, ultimately rebuilding this grand metropolis into a thriving and ever-expanding power center.



Lemuria, published by Kuro and Tasty Minstrel Games, is a combination worker placement, area control, and resource management game in which you have 12 rounds – one year – to both work together with other players to achieve your goal(s), as well as eventually split off to compete in gaining control of the Star Altar and revitalizing the ancient city. Oftentimes, it will be to your benefit to team up with another player to achieve a common goal. However, ultimately, you want to become the controlling force in *Lemuria*, which means you will leave those who helped you waiting at the altar, as it were. In terms of gameplay, players are constantly immersed in what everyone else is doing, strategizing to find just the right time to climb on the shoulders of the competition, combine your strengths, and manipulate the outcome in order to continue on your path to ultimate victory. Or you need

to keep your eyes peeled so you can make your winning move just as other players try to gain a foothold.

Each round of *Lemuria* consist of four actions –

- Collect bonuses for having the most buildings in a given city area.
- Move (rotate) the altar.
- Seed/Harvest, Build or Buy citizen cards.
- Perform End of Round management.

There are also three Festival Rounds – rounds four, eight, and 12 – in which every player who has at least one building in a given area will gain bonuses.

So, what might those earned bonuses be? Well, there are four areas in which you can build – Farm, Trade, Political, and Religion. By either having the most buildings, or in the Festival rounds having at least one building in an area, you'll gain food, gold, discounts on buildings, or victory points.

Rotating the Star Altar begins in round four – this is skipped during the previous three rounds – and continues each round following. Rotating the altar changes the resources available to you and can greatly influence what you will be able to achieve in subsequent rounds. Keeping an eye on the Star Altar and the resources that are coming up will be instrumental in achieving a winning strategy.

Seeding/Harvesting allows you to either place materia on the altar or collect materia to "harvest" needed resources, which can then be used to construct buildings in order to gain the aforementioned victory points or bonuses during end of round scoring or in the Festival rounds. To erect a building, you place materia of one certain type on an empty space on the Star Altar; this reserves that building for you when the space activates in later rounds. If you have no materia to place onto the Star Altar, you must harvest.



While players ultimately compete to gain the most points and become the Grand Builder of Lemuria, there will be times where uneasy truces must occur. Working together at times – maybe spending gold to rotate the altar into a more favorable position, for instance – players will need to use their wits to strategically position themselves to gain control of the Star Altar.

While *Lemuria* is chock-full of strategy, it isn't that mind-bogglingly heavy strategy many games of its ilk contain. This is one where players can quickly get into the flow of the game, make satisfying decisions, and enjoy the journey as they keep Lemuria's legacy alive.

With fantastic artwork and interesting choices throughout, *Lemuria* packs a lot of game into a small package.

Lemuria is for 3– 4 players and plays in about 60 – 90 minutes. It is released by Tasty Minstrel Games in conjunction with Manifest Destiny, and will be available in September, 2017.

...

Rick Schrand is the Director of Sales and Marketing for Tasty Minstrel Games. A long-time board gamer, he slaps himself in the head for getting rid of many of the games that now are considered grail games. So, he is now searching for economical ways to reclaim those lost gems.


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DEVELOPING LONDON

LONDON: SECOND EDITION

OSP GAM016 \$55.00 | Available October 2017!

Though still widely acclaimed for his strong economic games, the last decade has seen Martin Wallace's name become synonymous with a cadre of fantastic card-driven games. Games like *Discworld: Ankh-Morpork* and *A Few Acres of Snow* have let players immerse themselves in exciting worlds in a matter of minutes, whilst not sacrificing strategic depth along the way. *London* is one of the first of this strain of Wallace games, and well deserves a return to the spotlight — a return we have been very excited to have been a part of!

London is a centuries-spanning game of rebuilding the capital after the great fire of 1666. Players compete to build the city in their image, managing their tableaux of building cards, the income they're generating and the poverty that results, in trying to earn the most prestige.

Perhaps the single biggest advantage you have when bringing out a new edition of an older title is the wealth of feedback that the community has provided over the years. In the case of *London*, this meant that we knew that our audience was unsatisfied with the two-player version of the game. Martin, himself, had a few suggested amendments, tweaking the wording of some of the biggest offenders in the deck, as well as how buying land interacted with poverty accumulation. The two-player game was immediately boosted, but the changes proposed ignited a much larger chain of developments that we had not predicted.

Originally in *London*, buying land had consisted of paying a cost in order to gain territories that granted immediate card draw, end game points, and a permanent reduction in the amount of poverty you produced. It's that last benefit that lead players to scramble early on in order to grab as much territory as possible, so as to play the rest of the game without overloading on poverty — a major source of negative points. In the proposed change, it was replaced with an immediate opportunity to discard a fixed amount of poverty accumulated so far, which drastically changed the rhythm of the game, as players now had to space out their land grabs. It was the framework, but also an entirely different game.

With players no longer scrambling across the board for land to purchase, it prompted us to consider what value the board was providing to the game? Yes, it situated the players in the city in an obvious way, but the various London boroughs were essentially a series of points, card draws, and poverty reduction. We began a process of

trying to figure out how to bring the board into the core game, playing about with options to have poverty cubes placed on the board to more literally express the lowering pressure of poverty as living space was expanded. We iterated on these ideas, but for each step towards a more thematic inclusion, a piece of mechanical elegance was lost.

Instead, we tried moving the boroughs the players were buying away from a board into a deck of cards. This turned out to be a potent move, allowing us to build more character into those locations, both aesthetically and mechanically. It meant we could pick out iconic pieces of London from the various boroughs and have the incredibly talented Przemysław Sobiecki bring them to life in a way that tangibly lifted the overall experience. It also gave us more scope to introduce more variety into the boroughs, both in terms of the variety of values provided, but also by allowing us to integrate some of the interesting abilities from the deck. This revitalized the buying land action, morphed from a rushed land grab to a careful choice each player would need to make several times each game.

These changes made up the core of our development of *London*. We then went ahead with internal and external playtesting to sort out any kinks in the core deck, tweaking values and language to form a well-crafted package. Alongside, we brought in artists to supplement the pre-existing art, including the aforementioned Przemysław to do the borough cards and Natalia Borek to replace some of the previously abstract core deck illustrations. To top it off, we made good use of our in-house design talent to give the components a graphical overhaul, merging

clarity of information with a careful aesthetic touch.

In the end, we've come up with a game we hope will excite both players who are familiar with the first edition and those who will be experiencing it for the first time. It's been a gratifying challenge to work on our heaviest economic game to date, and a pleasure to work with such a renowned designer as Martin Wallace, to craft something we are incredibly proud of. And, stay tuned for a wild new title from Martin and the design team at Osprey some time next year.

...

It is not unfair to say that Filip lives and breathes cardboard. Hailing from a background in teaching at a board game café, he now spends his days coaxing games out of pieces of cardboard and packs of cards. By night however... no, he's probably off playing or designing more games.





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